

OFFICIAL
Advanced Dungeons & Dragons®
COMPUTER PRODUCT

POOL OF RADIANCE



APPLE

5 1/4" disk

• Disk for Apple IIe, IIc and IIgs with 128K minimum.

AZ

**A FORGOTTEN REALMS™
Fantasy Role-Playing Epic, Vol. I**

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A FORGOTTEN REALM
Fantasy Role-Playing E...



APPLE

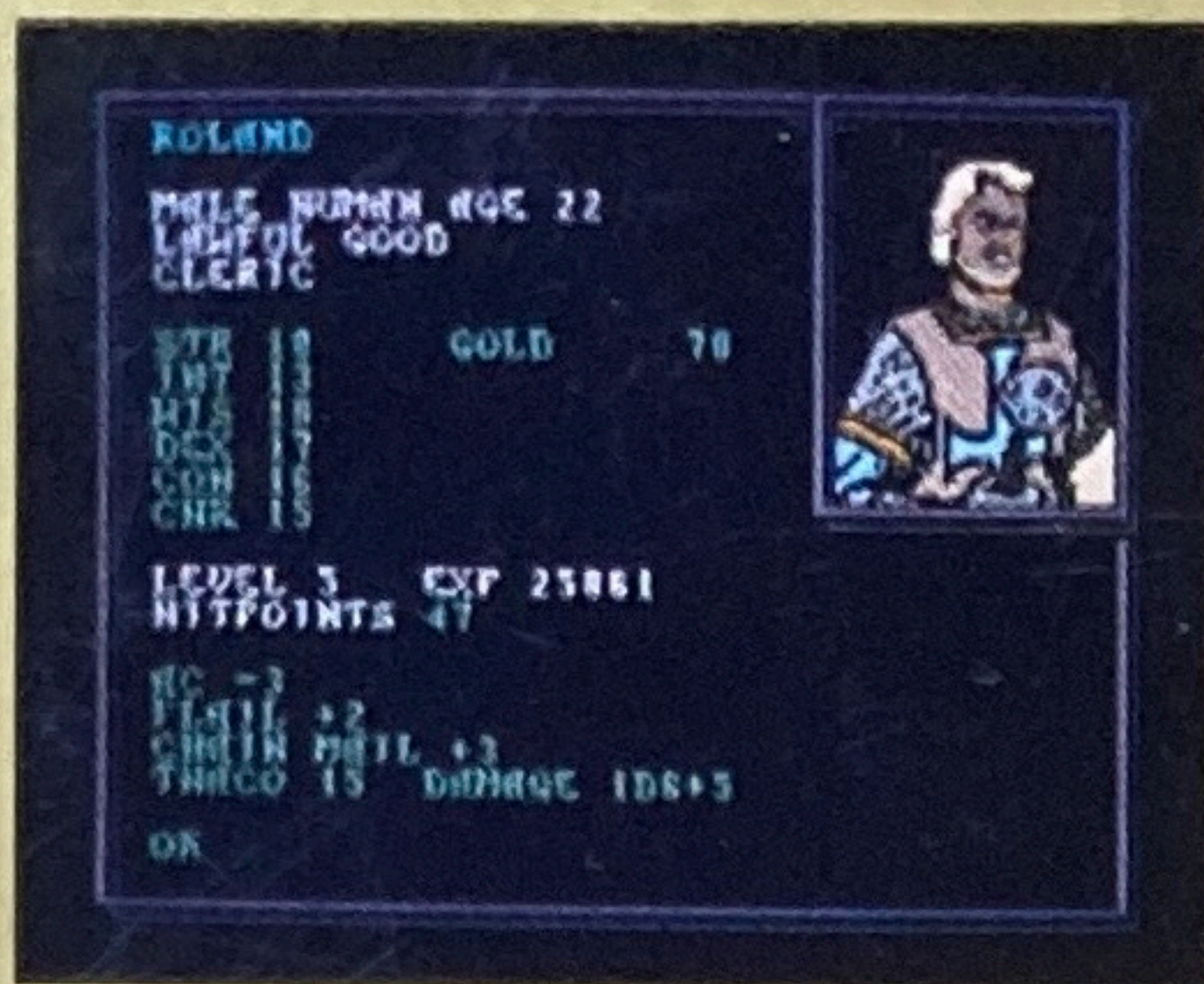
5 1/4" disk

- Disk for Apple IIe, IIc and IIgs with 128K minimum.

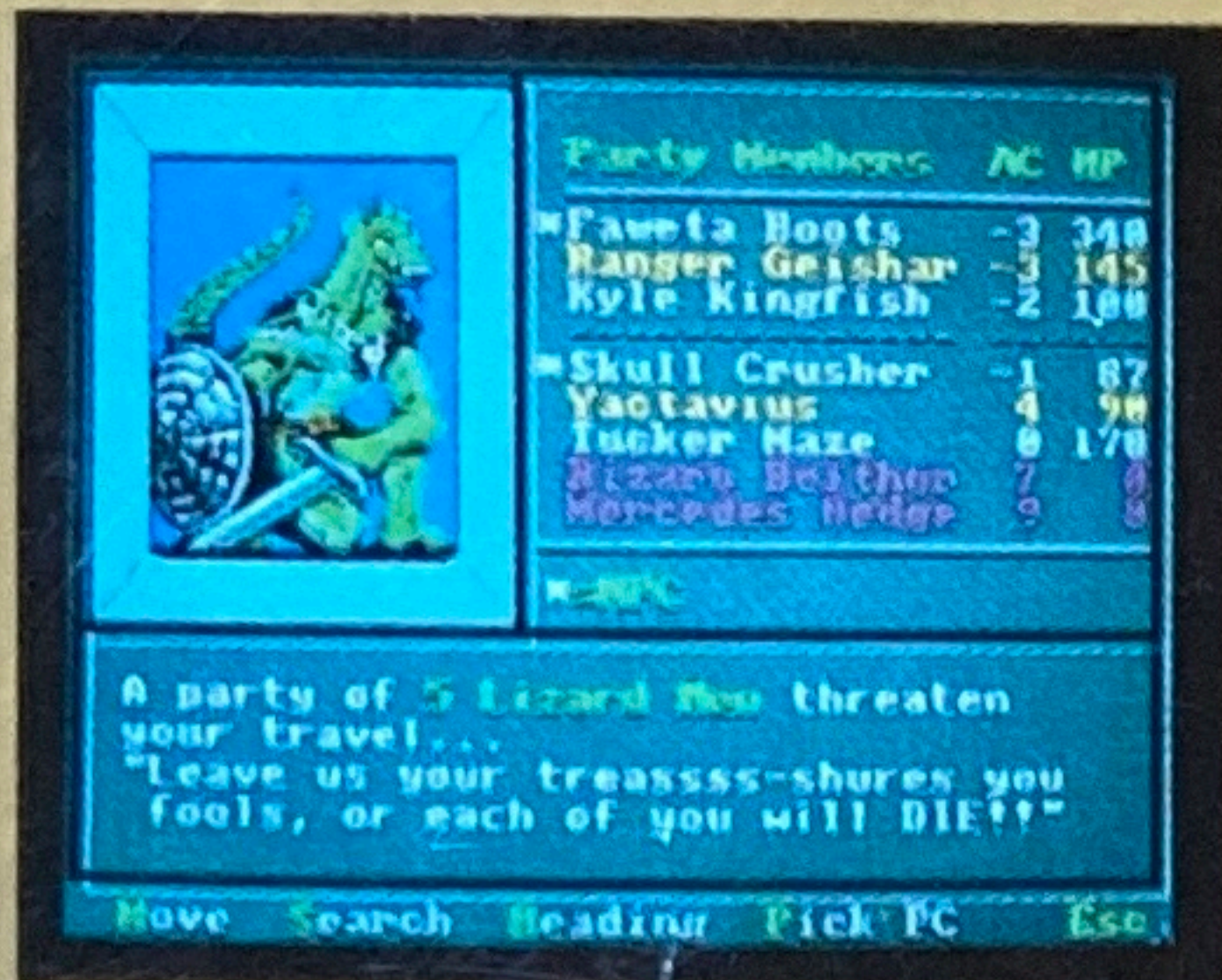
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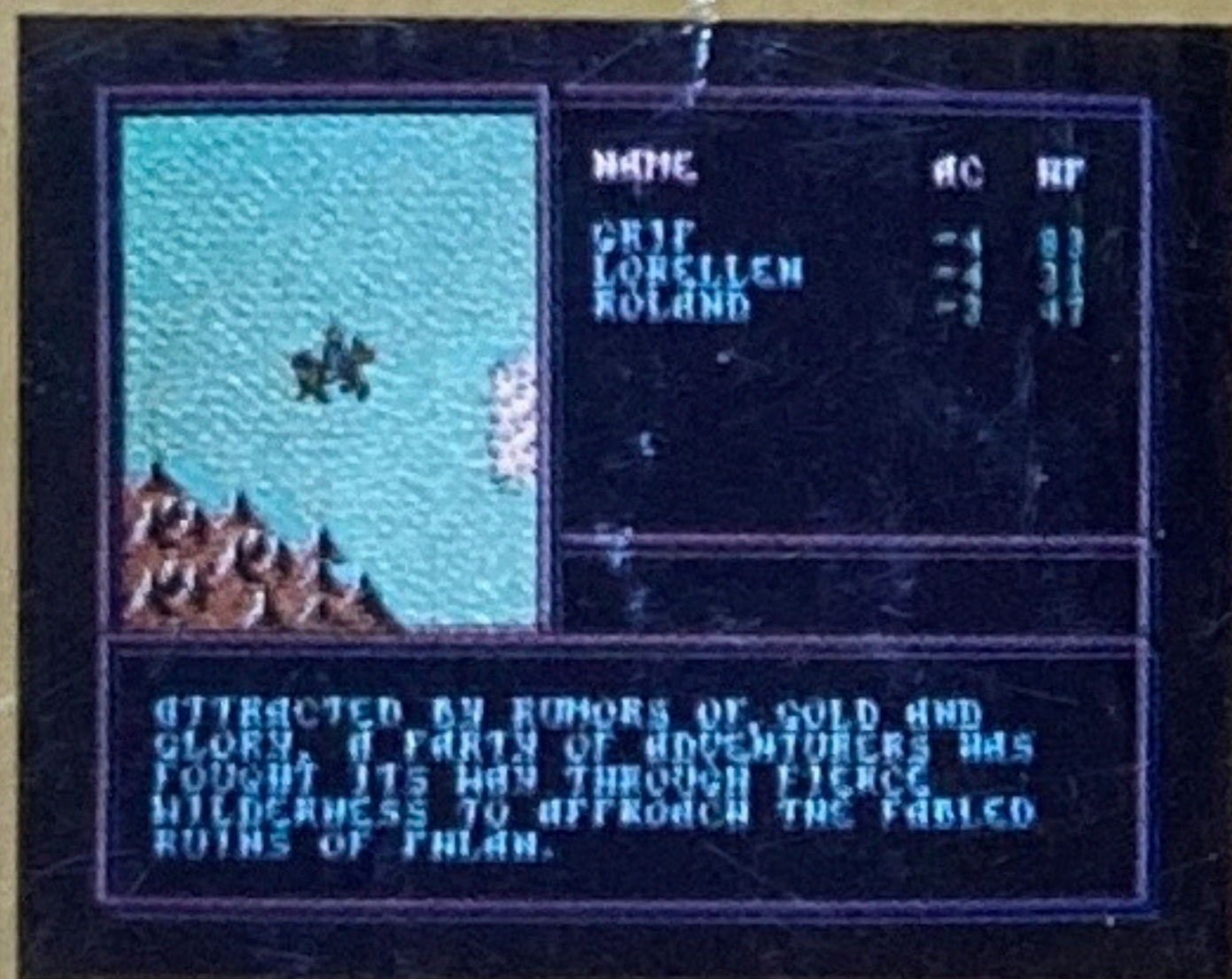




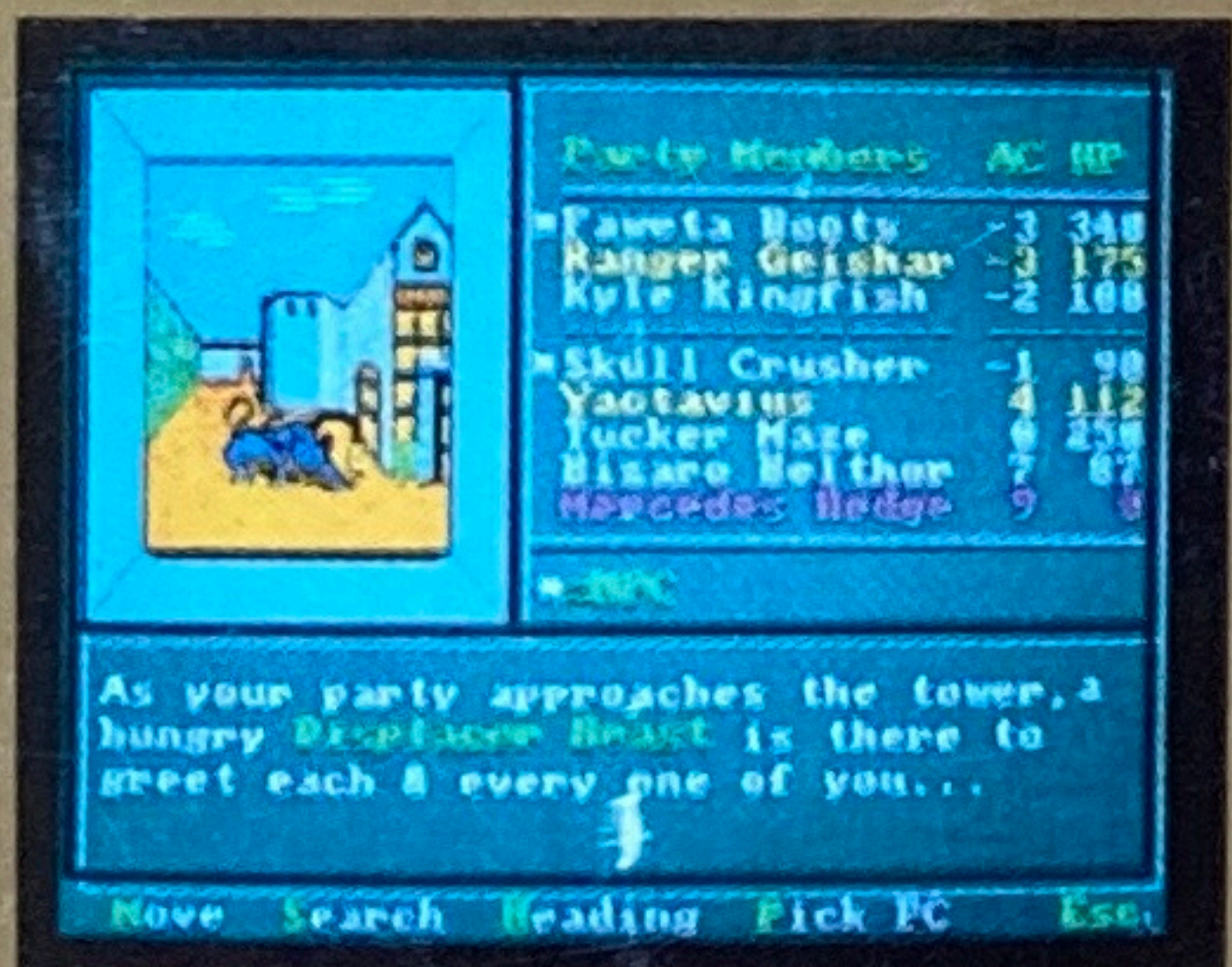
Roll up your characters and see their portraits and characteristics (from C-64/128 display).



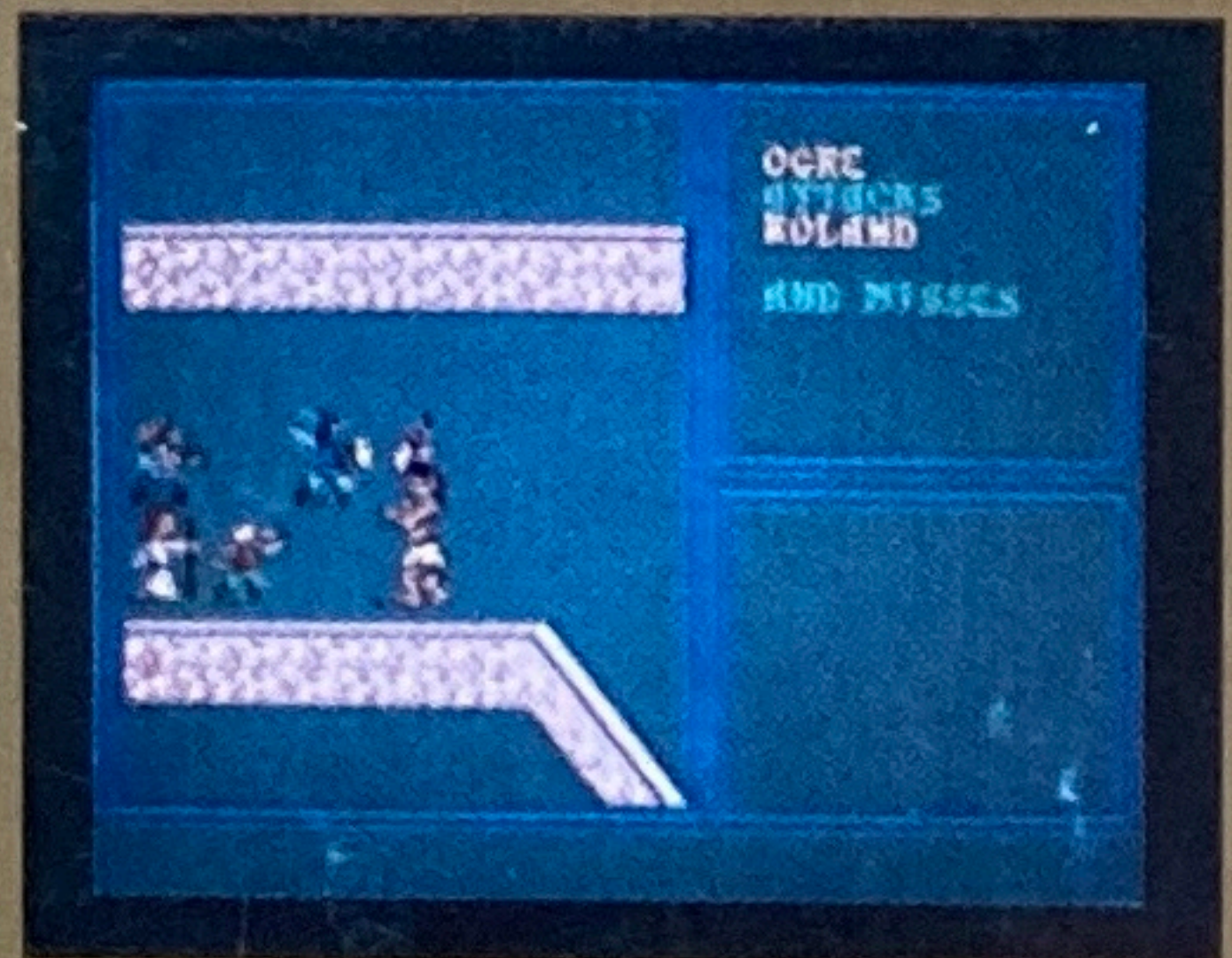
Every monster type has its own individual drawing (from IBM PC display).



Venture out to the Wilderness surrounding the embattled city of Phlan (C-64/128).



Cities, dungeons and encounters are shown in beautiful edge-to-edge 3-D perspective (IBM PC).



Unique Tactical Combat display gives you full control over your heroes during battle (C-64/128).



Prepare yourself for the first AD&D® computer fantasy role-playing game set in the magical world known as the FORGOTTEN REALMS.

Located on the northern shore of the Moonsea in the Forgotten Realms, the fabled city of Phlan had been overrun by monsters led by a mysterious leader. Your quest: discover the identity of this evil force and rid Phlan of its scourge.

POOL OF RADIANCE represents the first in a line of software created by SSI in collaboration with TSR — the producer of the legendary ADVANCED DUNGEONS & DRAGONS® fantasy role-playing system.

It adheres faithfully to AD&D® game standards. The monsters, items and spells used are from the famous AD&D Monster Manuals, Dungeon Masters Guide and Players Handbook. Roll up your characters from four Classes, six Races and nine Alignments in classic AD&D game fashion; or use the party already provided.

The computer graphics are strictly state-of-the-art. Each character comes with a portrait display; every monster type is individually drawn. Cities, dungeons and encounters are shown in realistic 3-D perspective. Swinging swords, flying arrows and fireballs are all part of the Tactical Combat display. Personalize your heroes' combat figures with individual weapons, armor and colors.

Add NPCs (computer-controlled Non-Player Characters) to your party of up to 6 PCs (Player Characters) to fill out your 8-character party. Control your PCs during battle, or let the computer handle some or all of the action.

To help your party on its many difficult missions, the Adventurer's Journal guides you with history, maps, clues and rumors. A Translation Wheel converts Elvish and Dwarvish writing to English.

POOL OF RADIANCE. The ultimate breakthrough in fantasy role-playing computer games.

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Pillars of the Earth

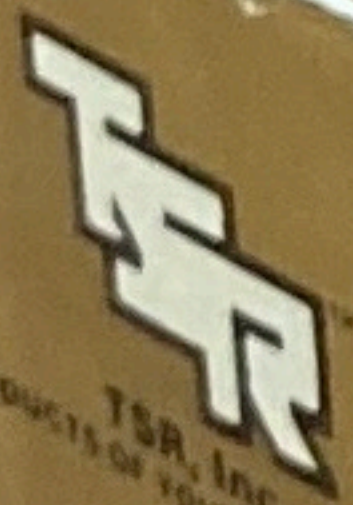


APPLE
A 100% Apple II
compatible product.
*Check for Apple II, IIx, IIc and IIc+ with
AppleLink.

A FORGOTTEN REALMS™
Fantasy Role-Playing Epic, Vol. 1



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Advanced Dungeons & Dragons

Pool of Radiance

- Official AD&D rules, using monsters, items and spells from the famous Monster Manuals, Dungeon Masters Guide and Player's Handbook.
- Many exciting missions leading to the rescue of Phlan.
- Control each character in tactical combat, shown with dramatic sound effects, flying arrows and fireballs; or let the computer control your party.
- Generate your characters from four Classes, six Races, and nine Alignments; or use the party already provided.
- Superb computer graphics include character portraits and 3-D views of cities, dungeons, monsters, encounters.
- Adventurer's Journal gives you history, maps, clues and rumors; special Translation Wheel provided to convert Elvish and Dwarvish writing to English.

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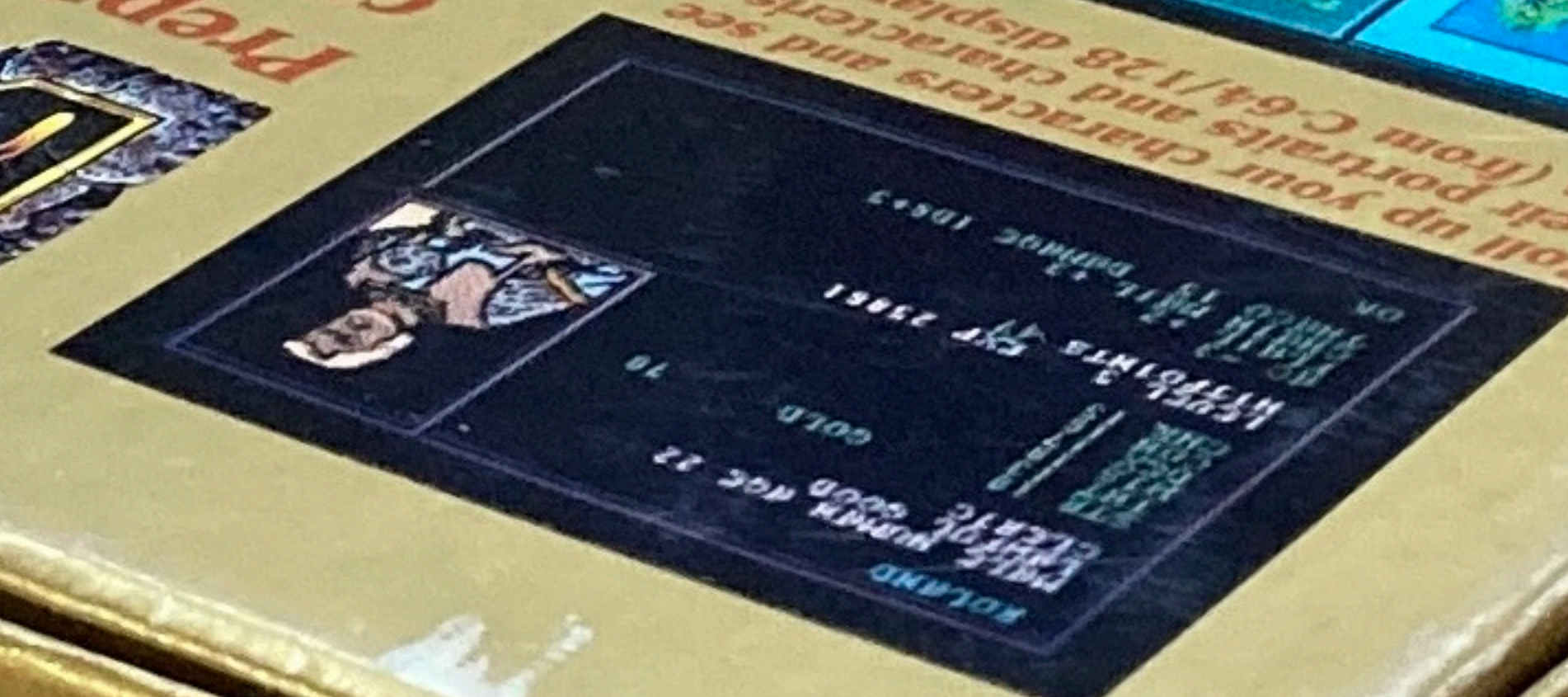
Generate your characters from four Classes, six Races, and nine Alignments; or use the party already provided. ■ Adventurer's Journal gives you history, maps, clues and rumors; special Translation Wheel provided to convert Elvish and Dwarvish writing to English.

- Official AD&D® rules using monsters, items and spells from the famous Monster Manuals, Dungeon Masters Guide and Players Handbook.
- Many exciting missions leading to the rescue of Phlan. Control each character in tactical combat, shown with swinging swords, flying arrows and fireballs; or let the computer quickly resolve battles.

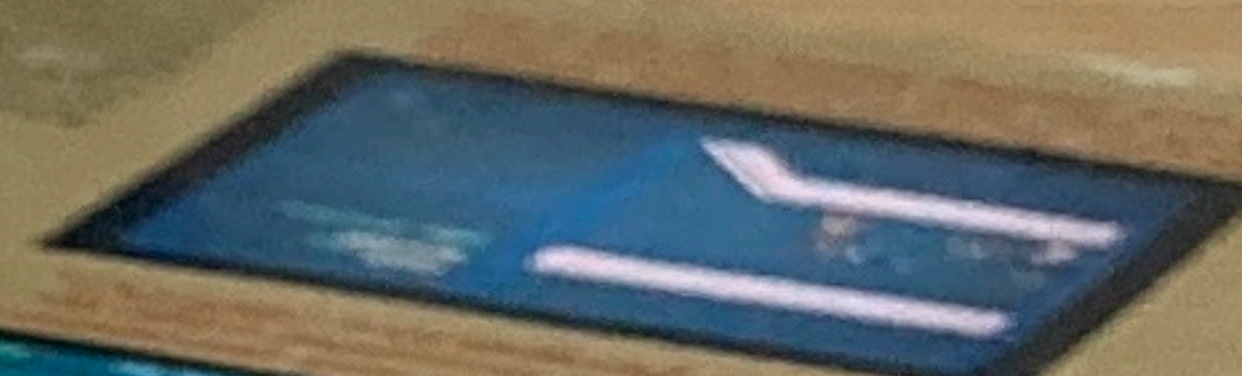
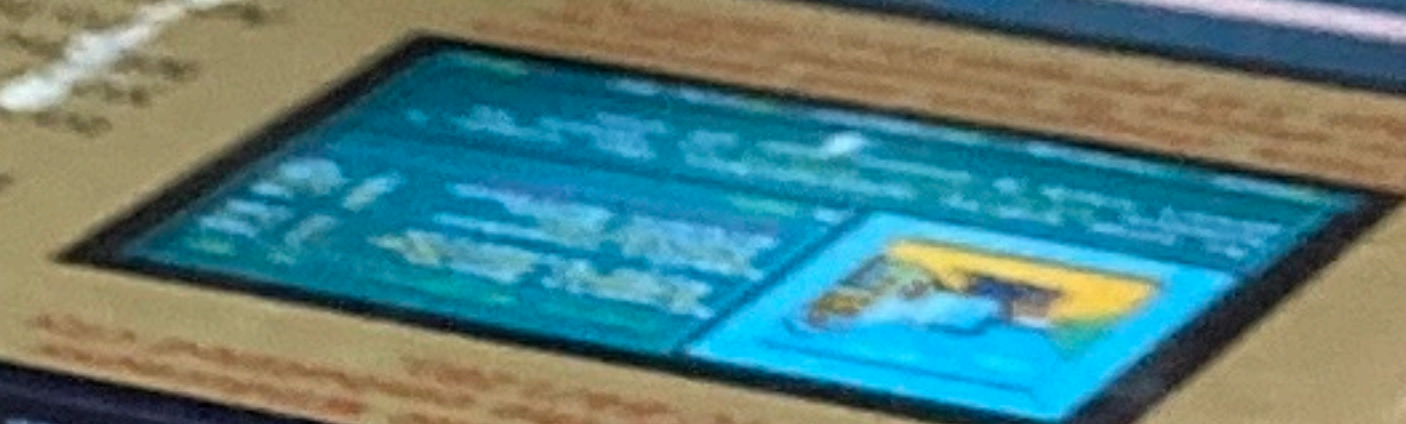
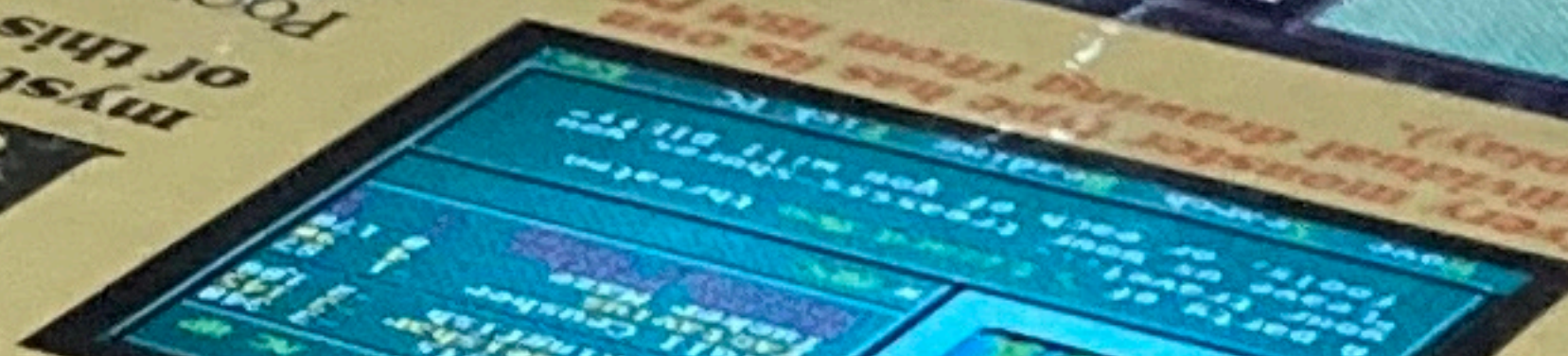
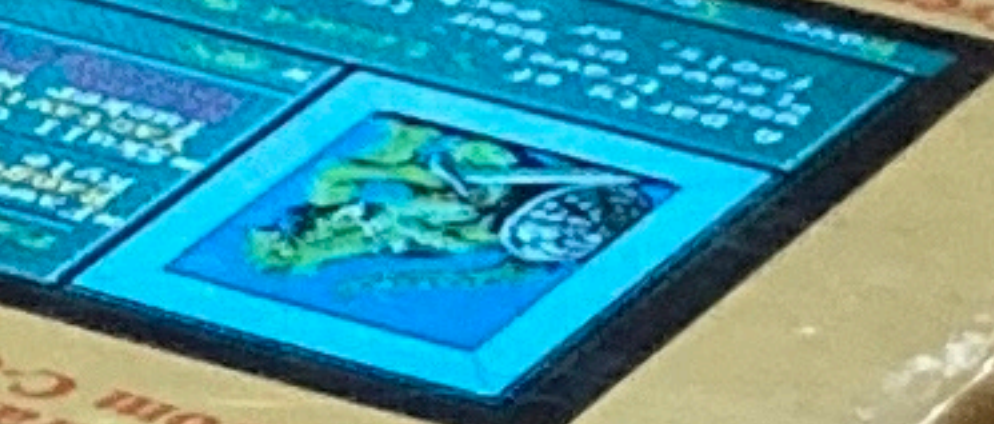
FORGOTTEN REALMS

Prepare yourself for the first AD&D® computer fantasy role-playing game set in the magical world known as the FORGOTTEN REALMS.

Pool of Radiance represents the first in a line of software created bySSI in collaboration with TSR—the premier fantasy role-playing AD&D® game standards. The AD&D Monster Manual, Dungeon Master's Guide, and Player's Handbook are used and role-played in game play. It adheres faithfully to AD&D.



Roll up your characters and see their portraits and characteristics (from C-64/128 display).



FORGOTTEN REALMS



FORGOTTEN REALMS is the ultimate breakthrough in fantasy role-playing computer games. The game is set in the rich, detailed world of the Forgotten Realms, the famous setting of the classic AD&D game. The game is a true role-playing experience, with a rich, detailed world of the Forgotten Realms. The game is a true role-playing experience, with a rich, detailed world of the Forgotten Realms. The game is a true role-playing experience, with a rich, detailed world of the Forgotten Realms.

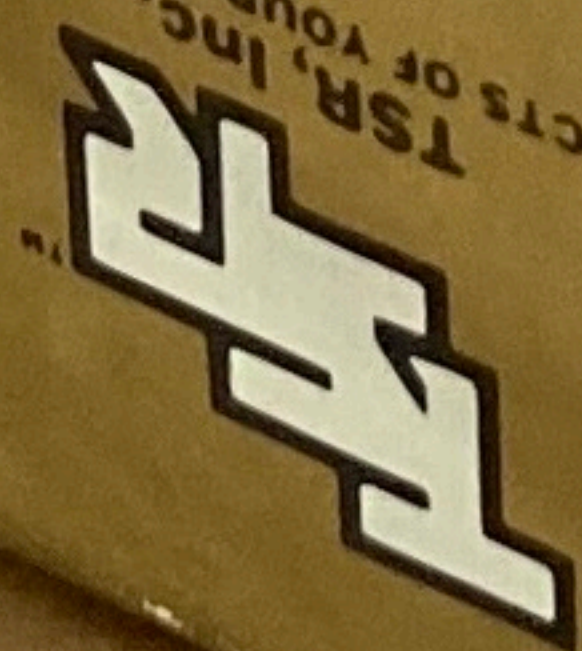
Pool of Radiance. The ultimate breakthrough in fantasy role-playing computer games.



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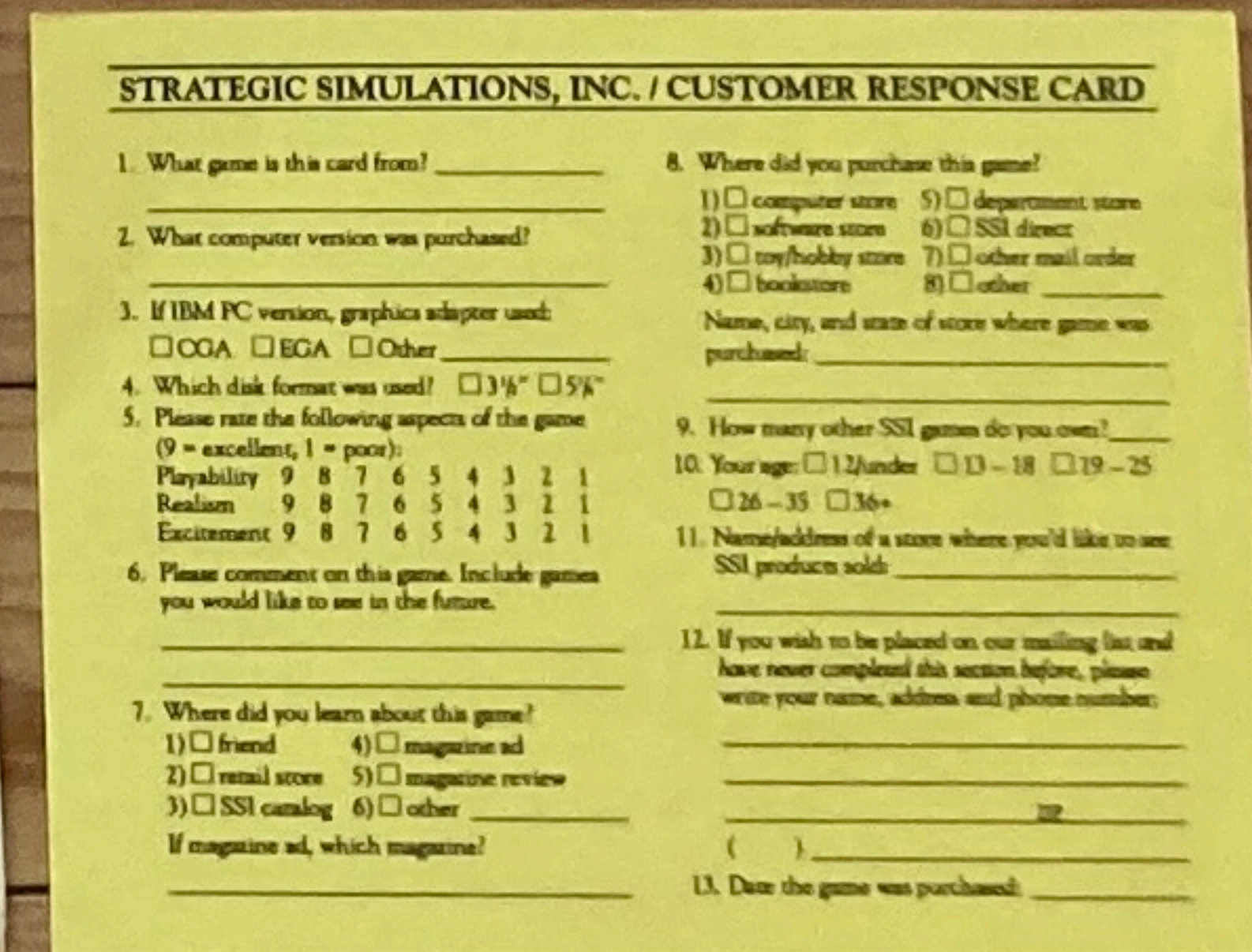
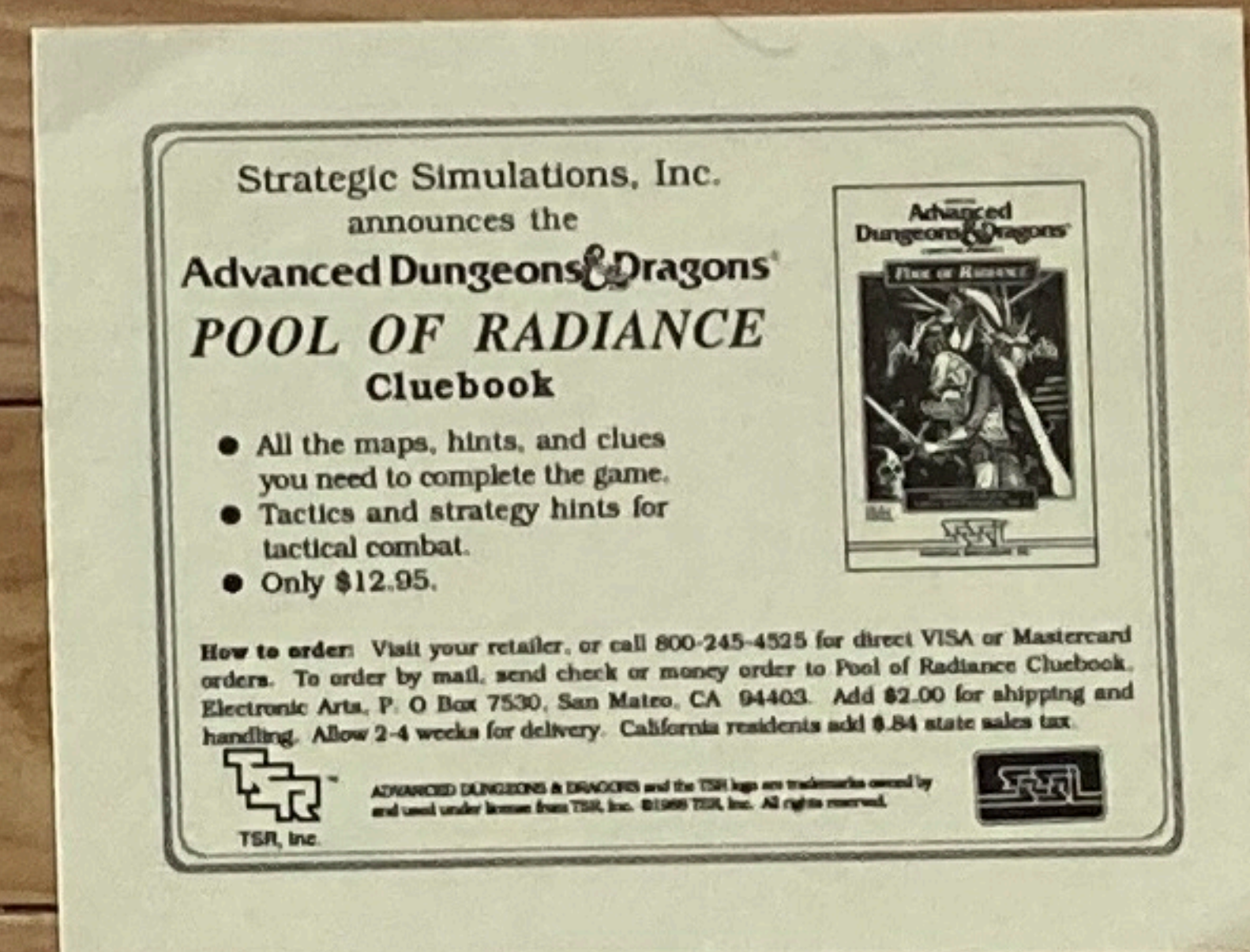
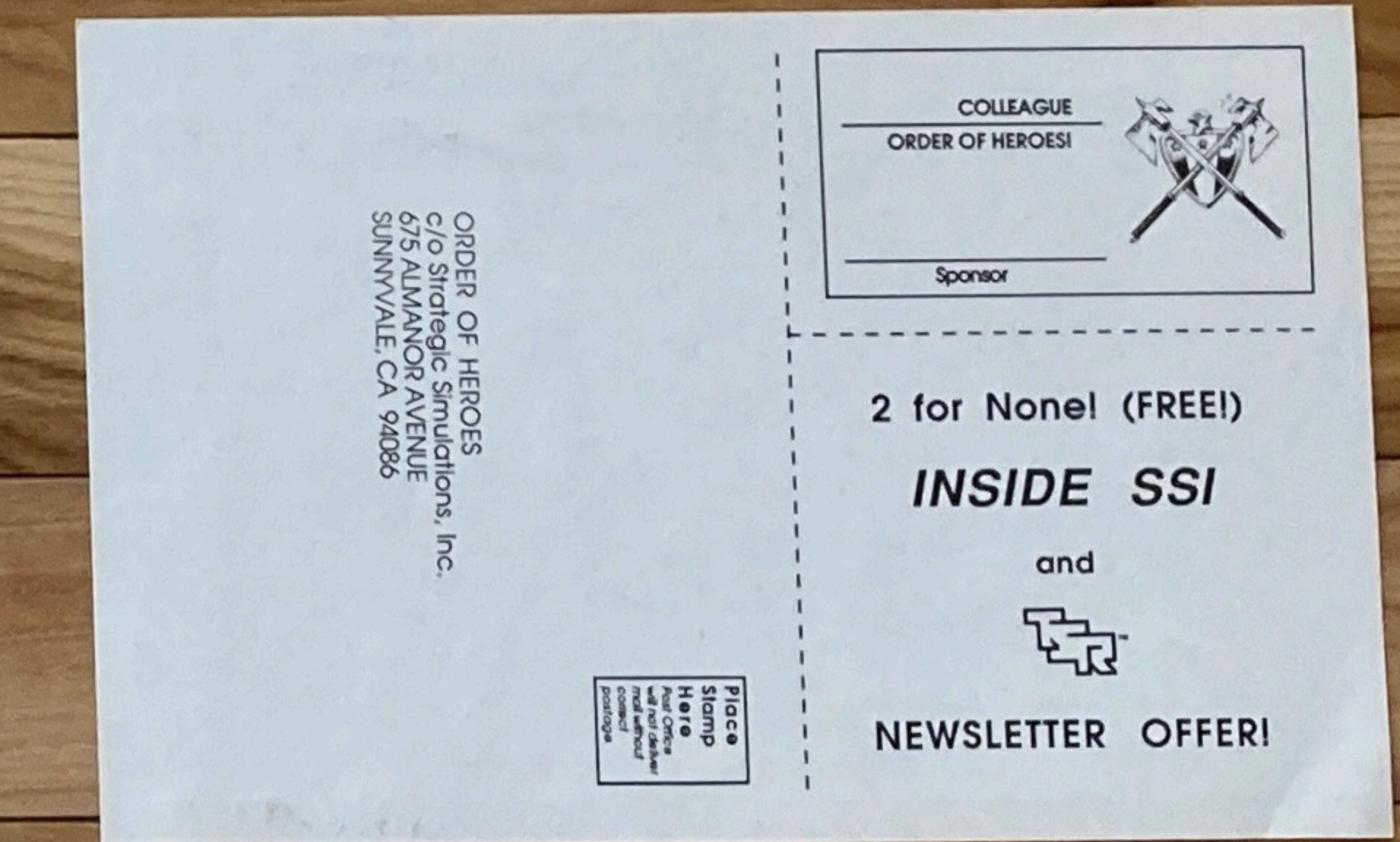
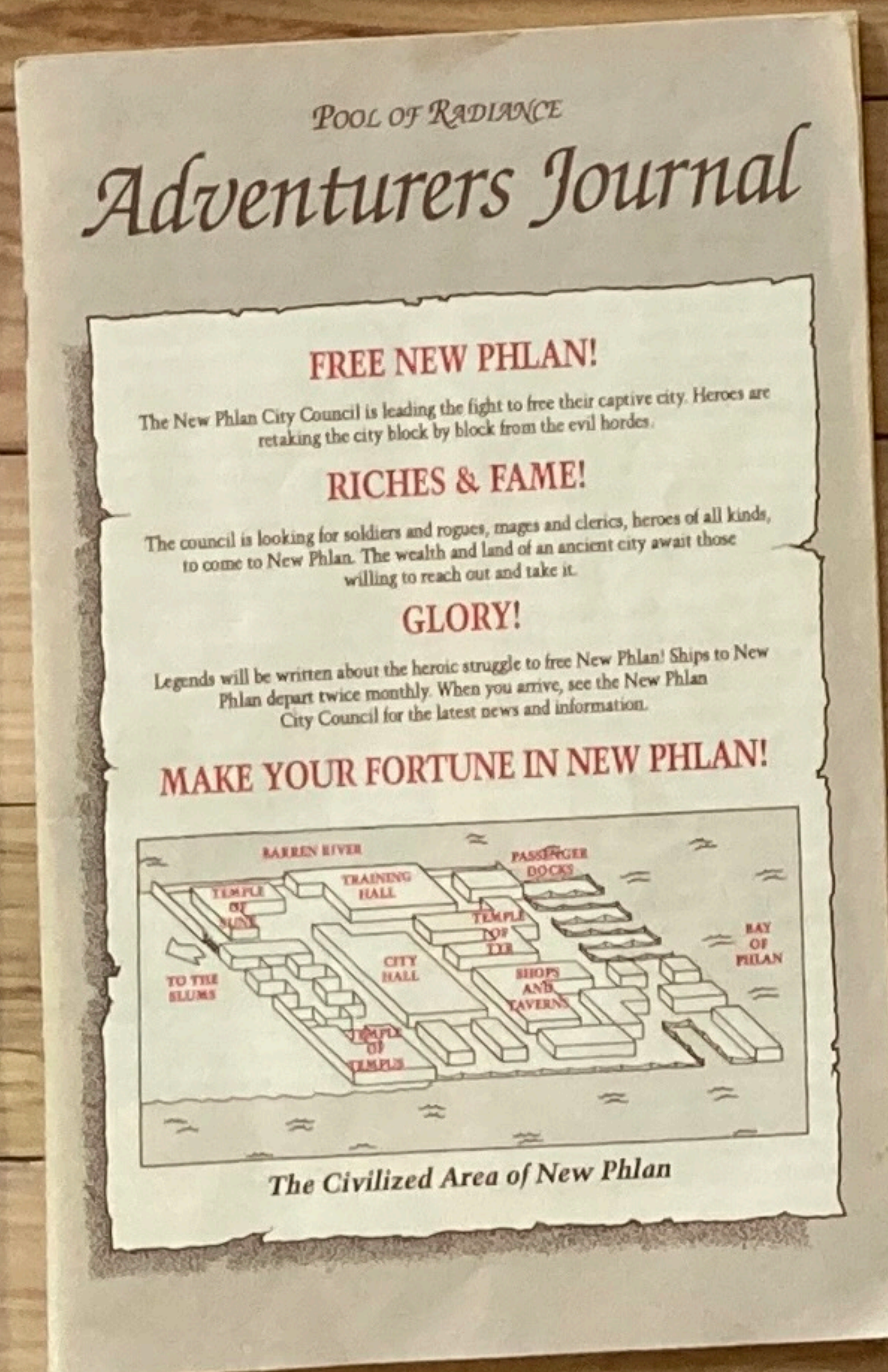
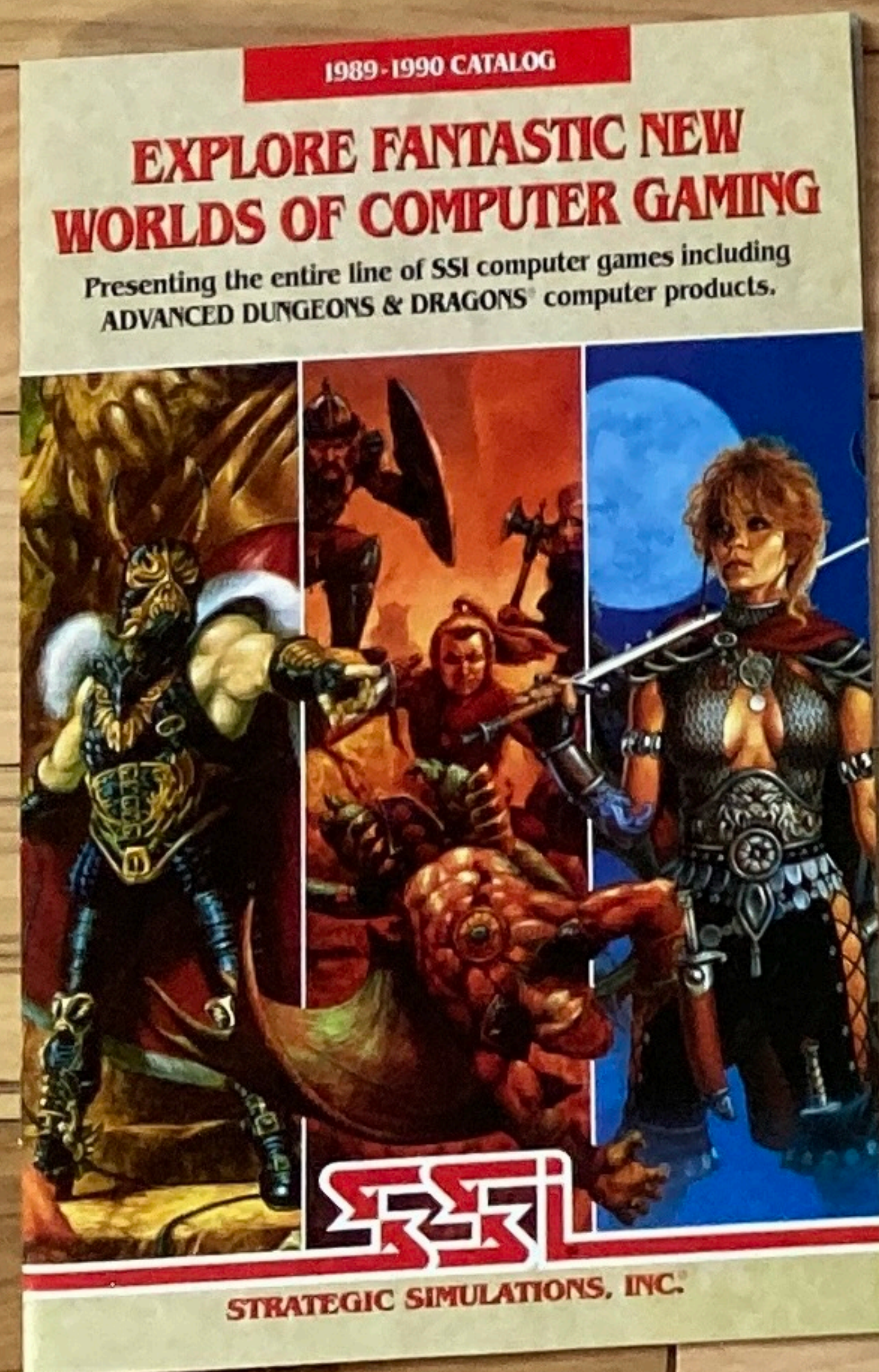
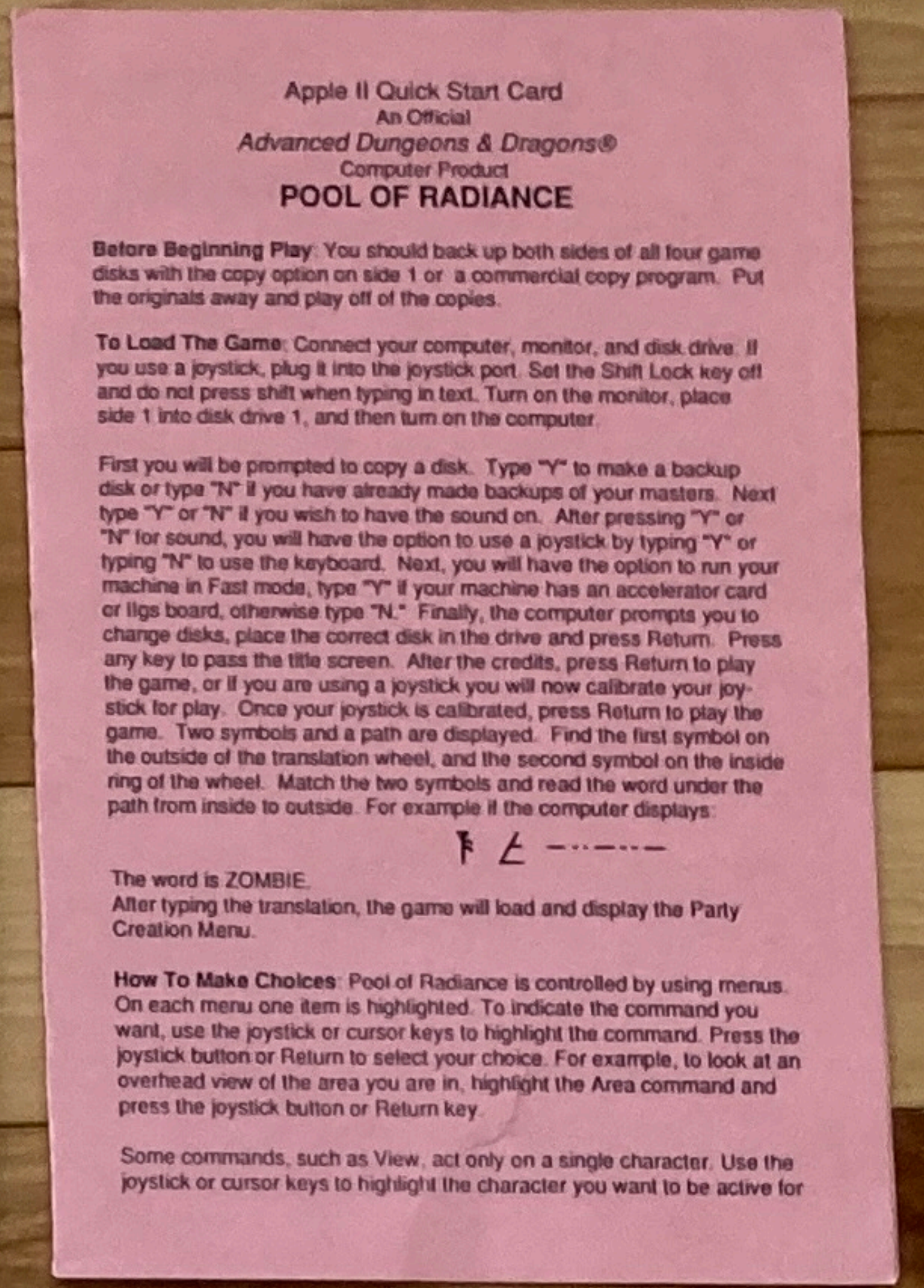
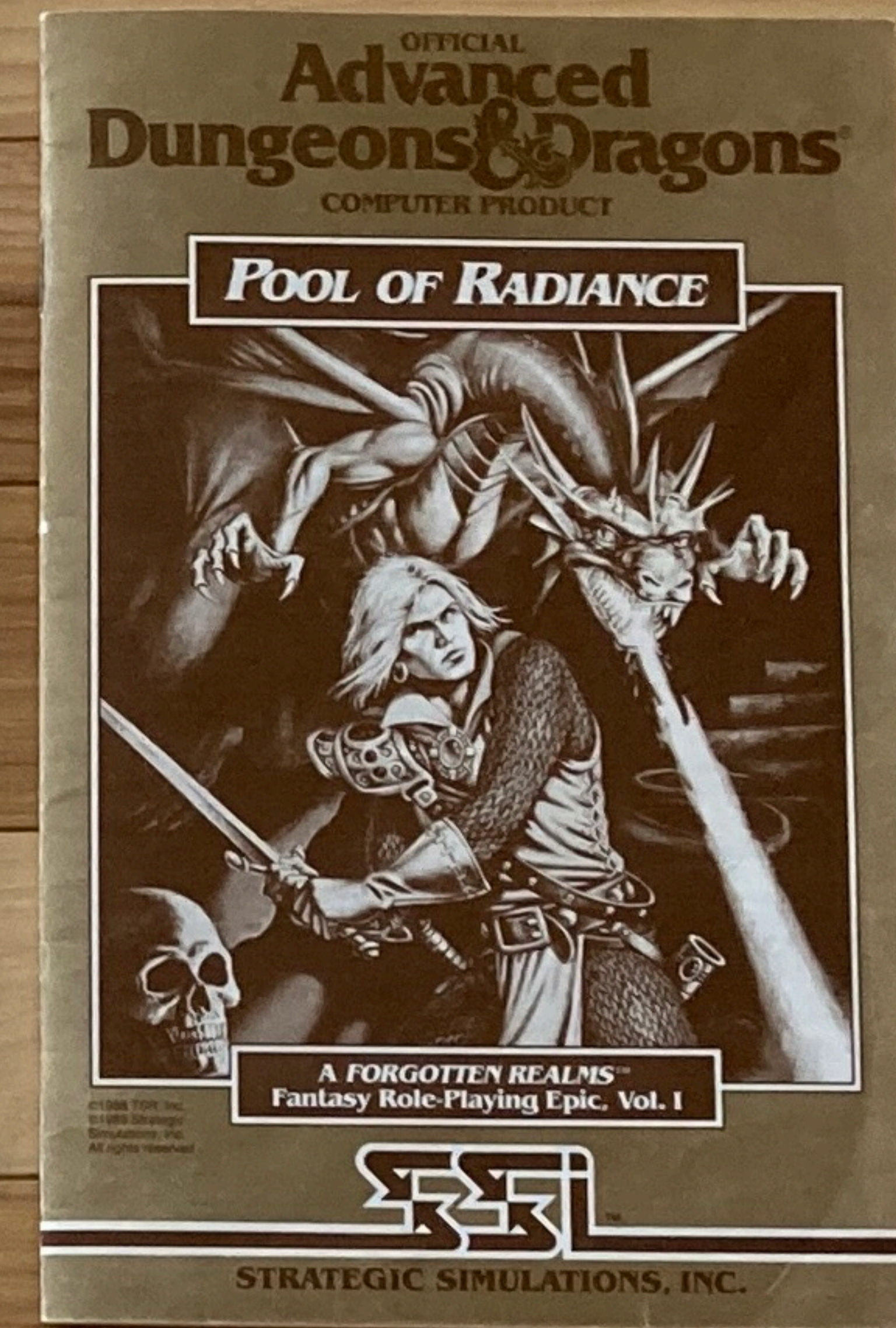
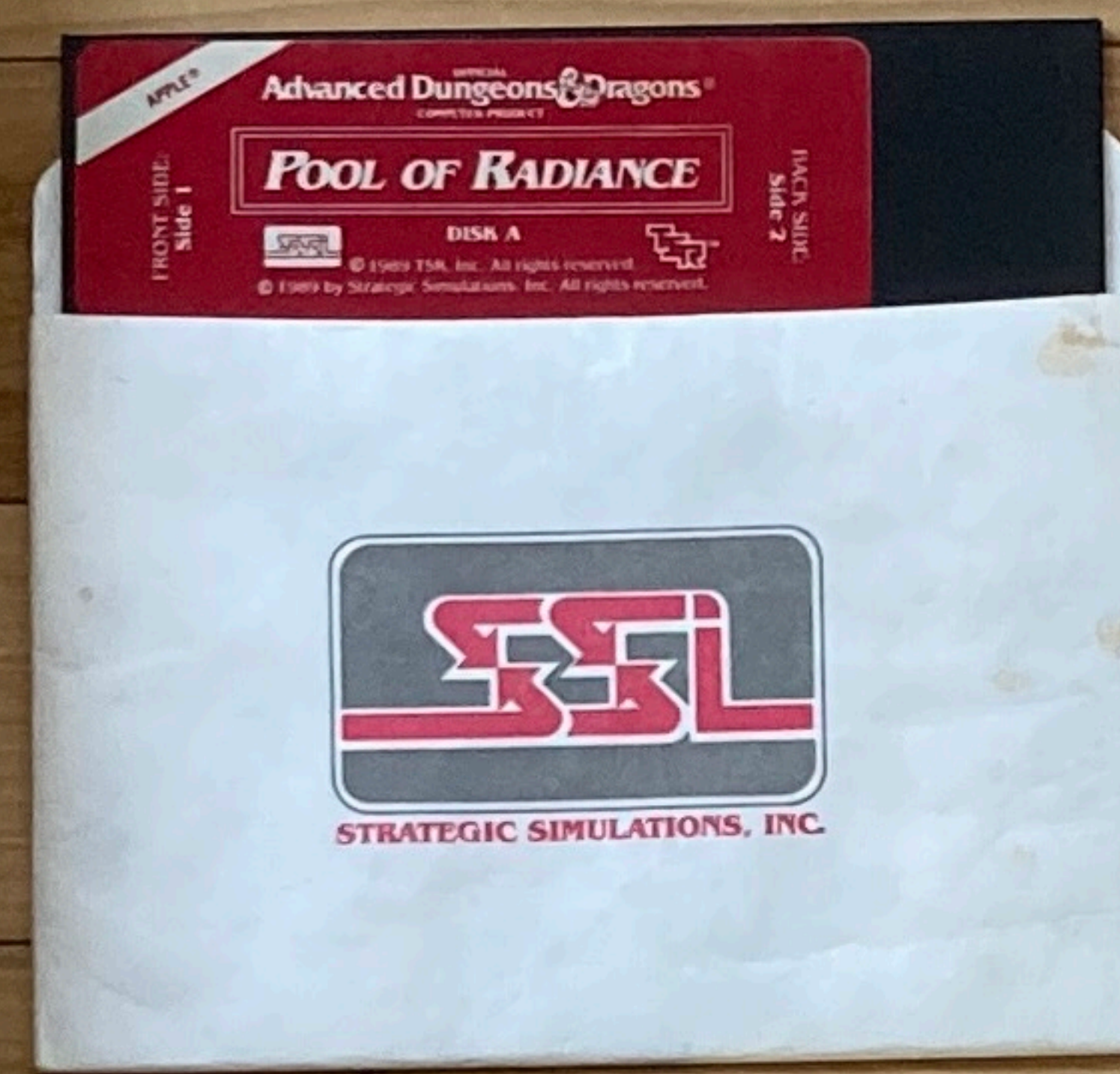
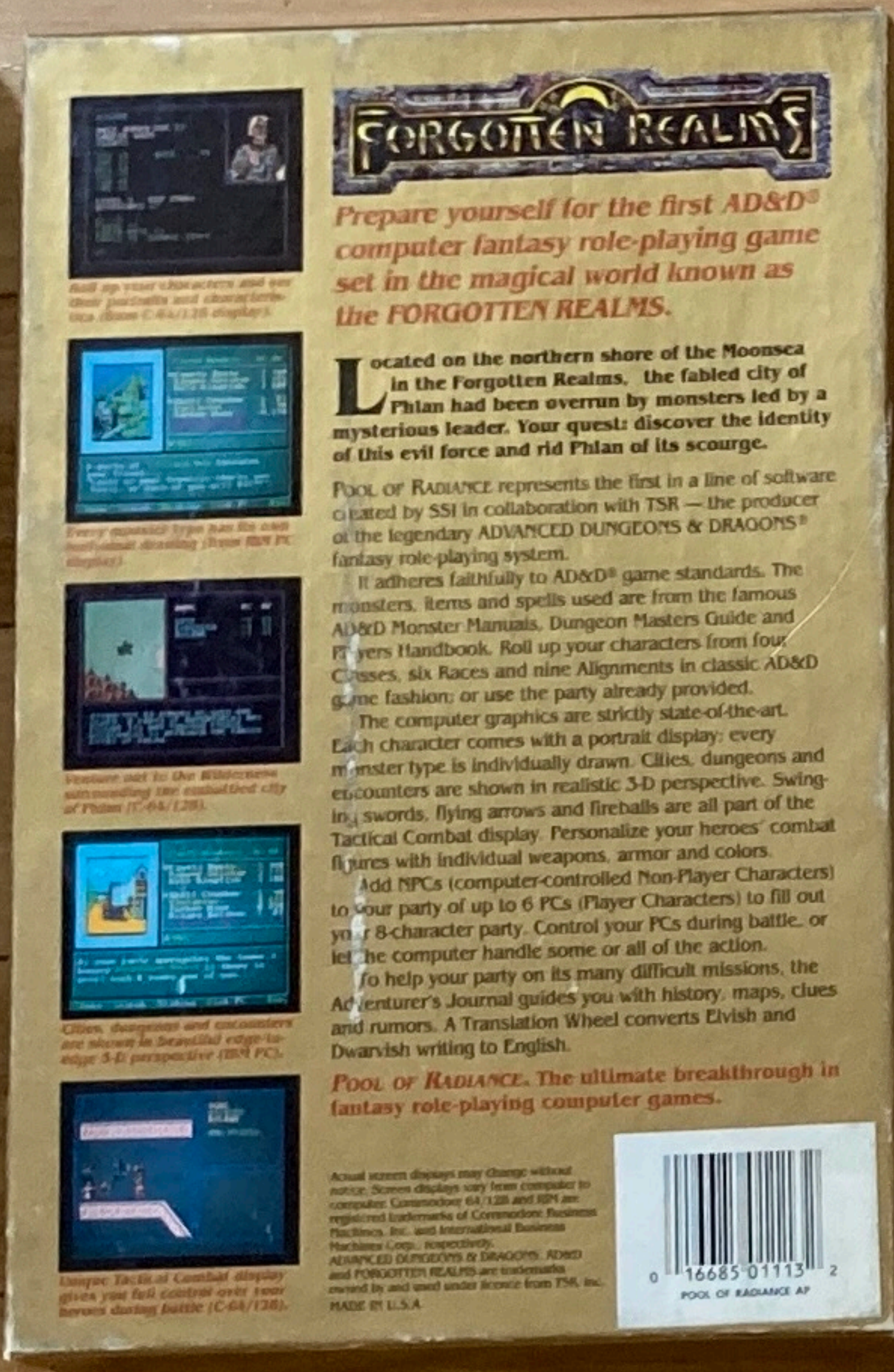
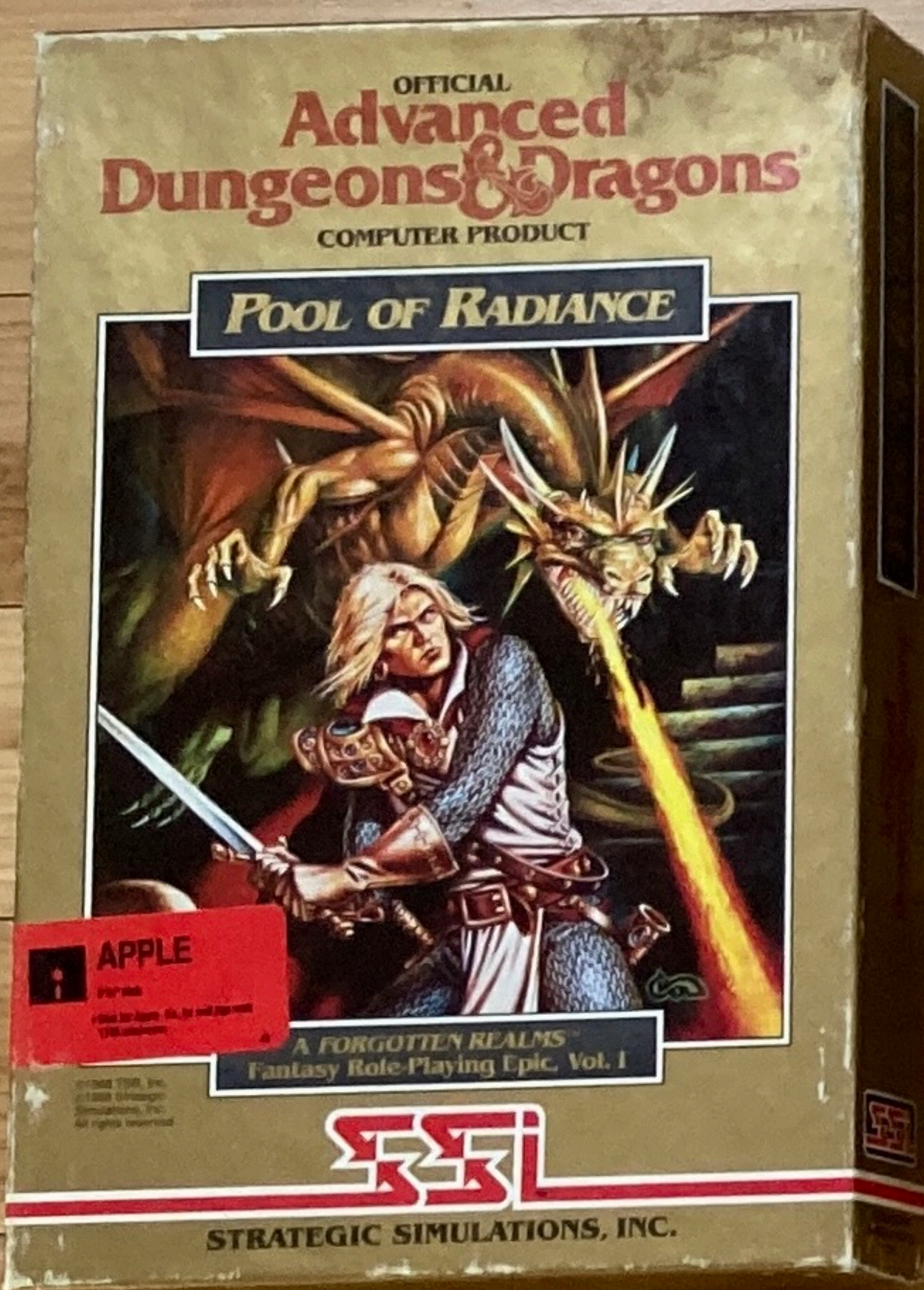
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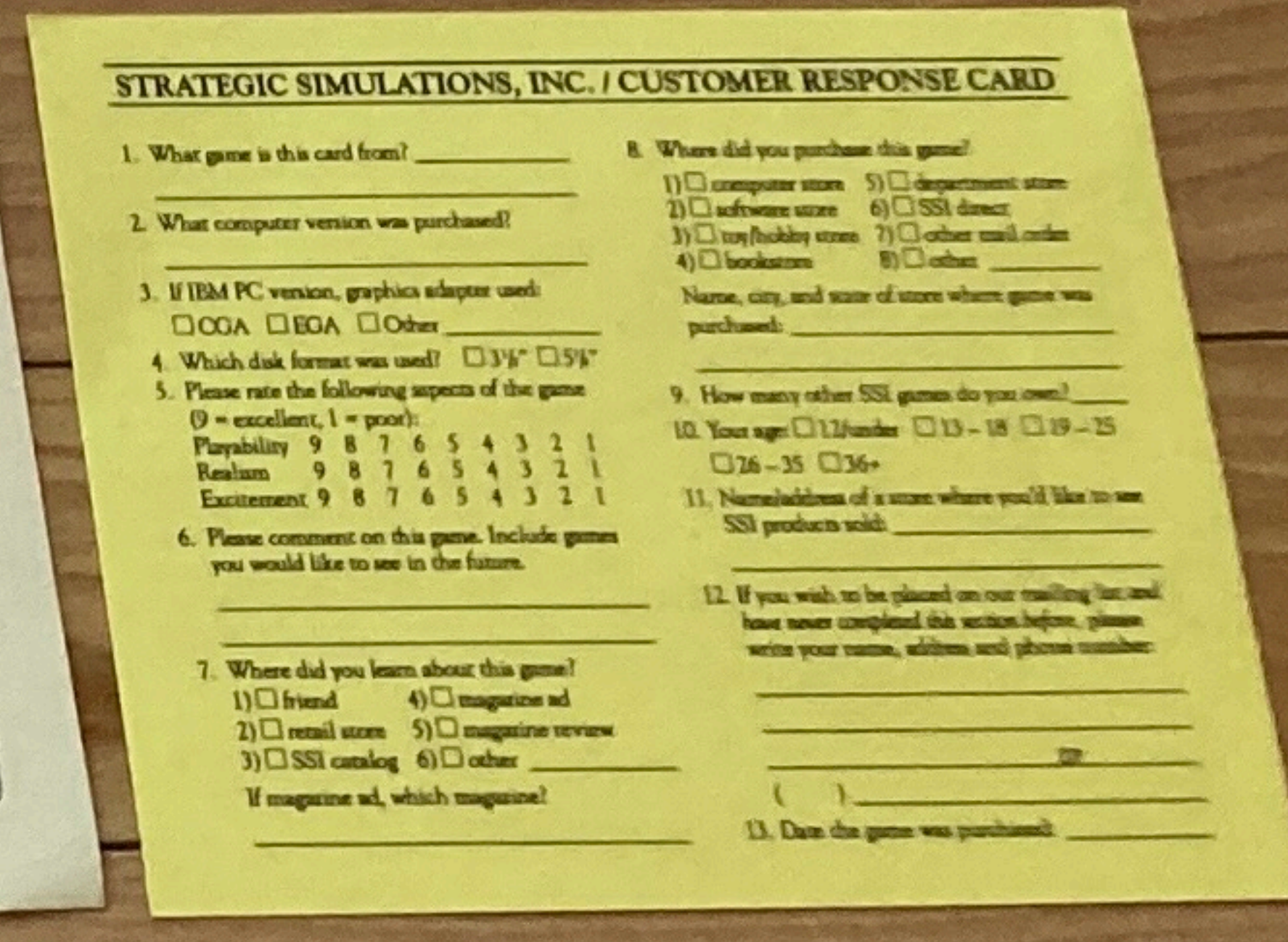
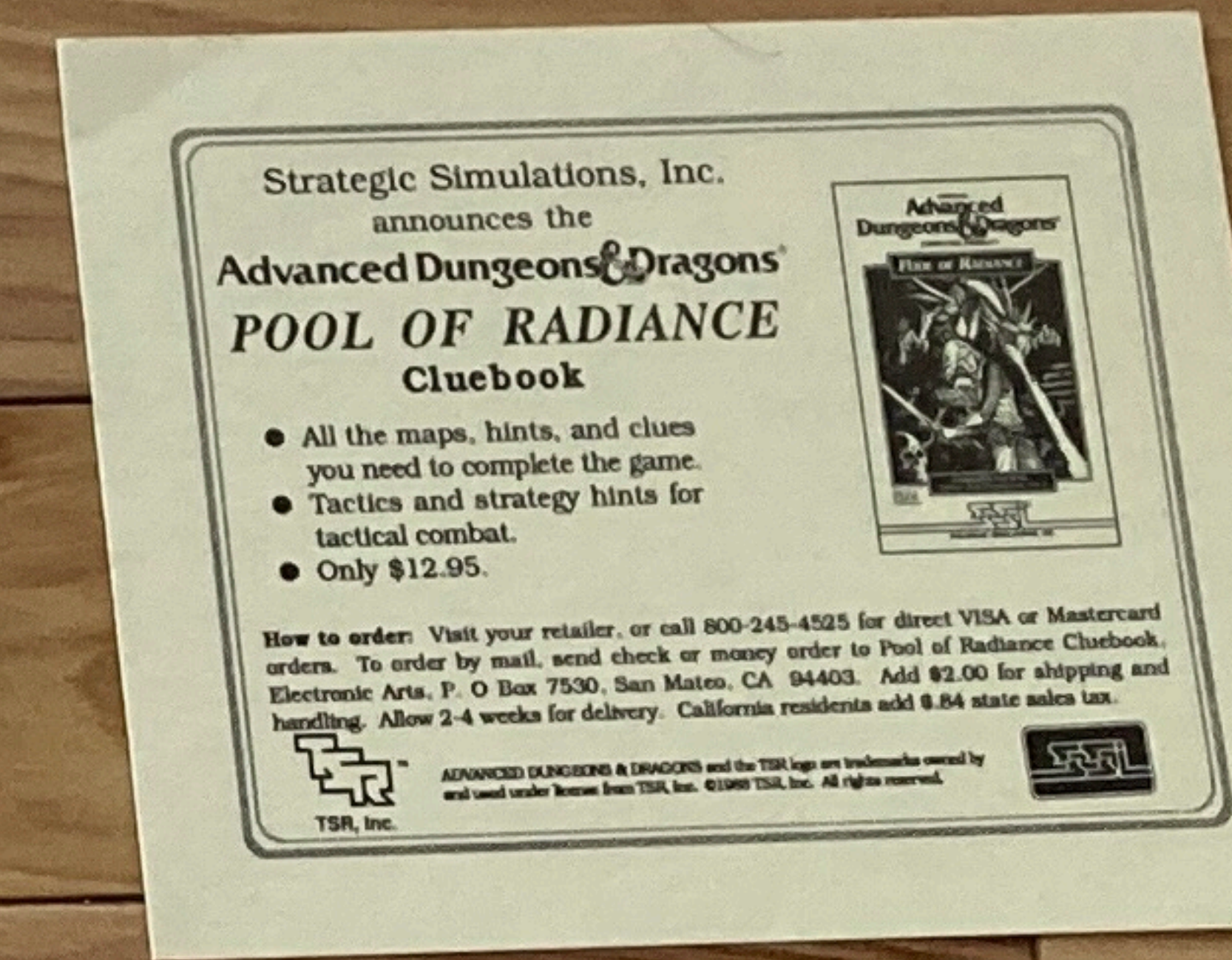
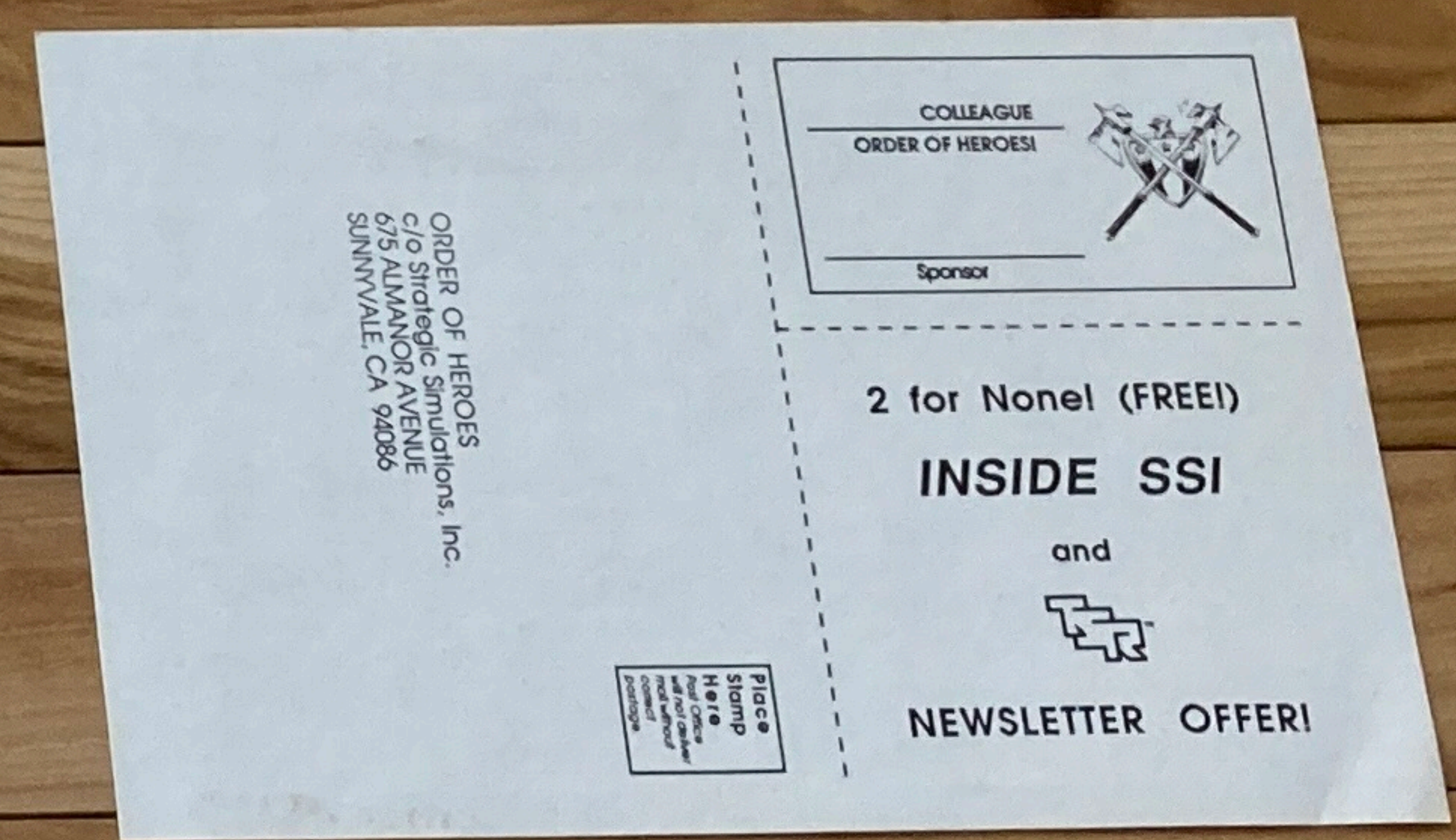
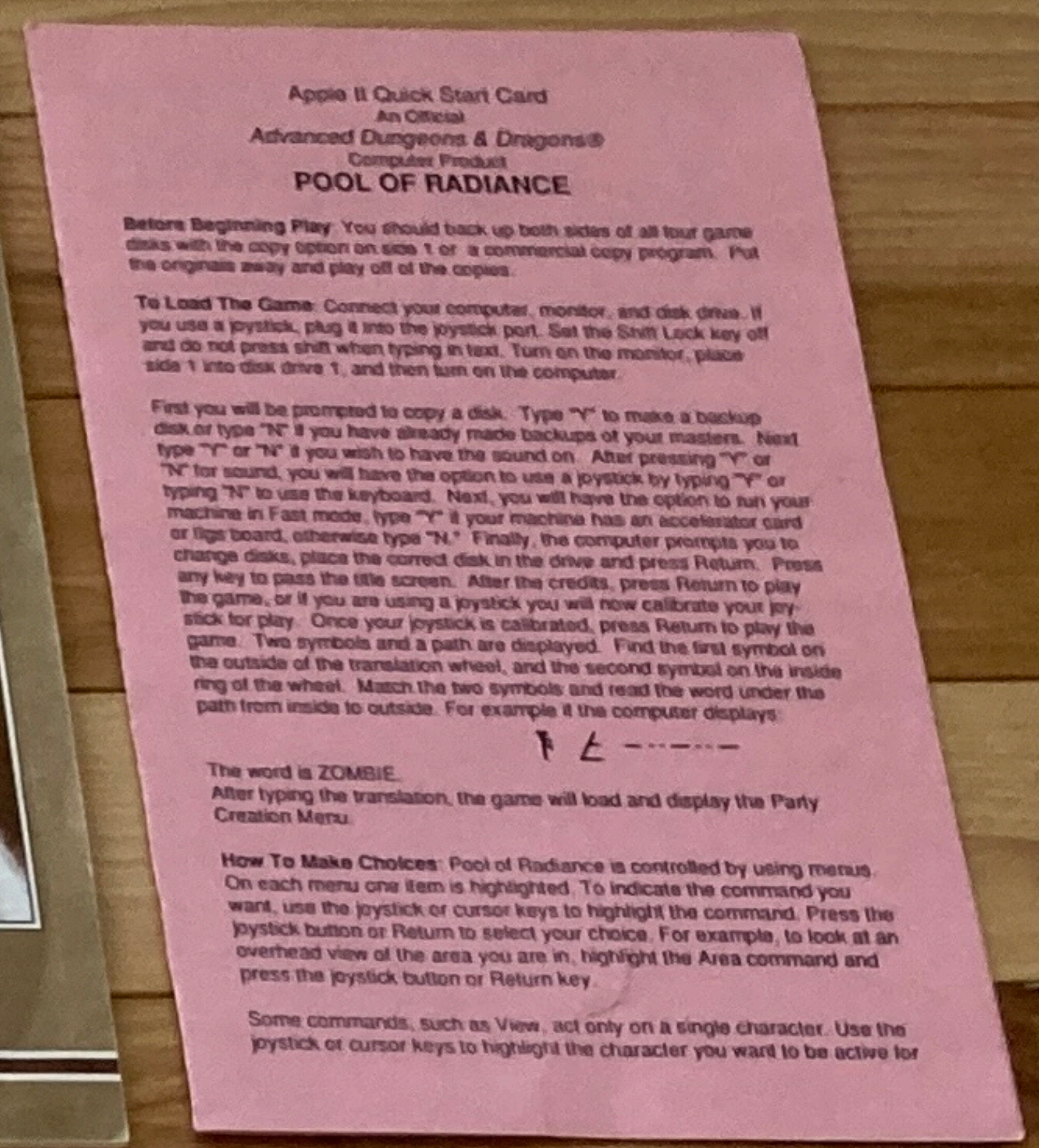
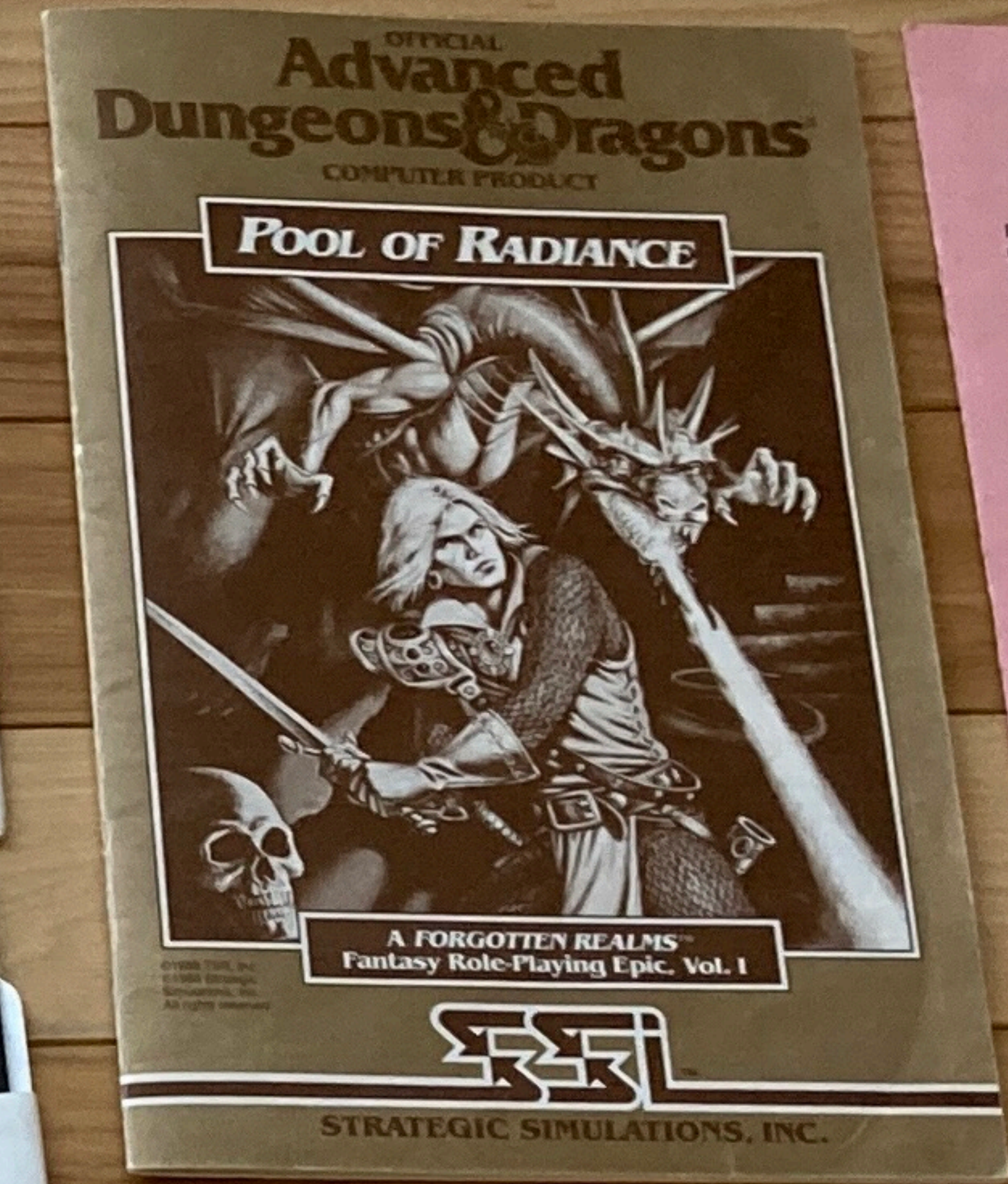
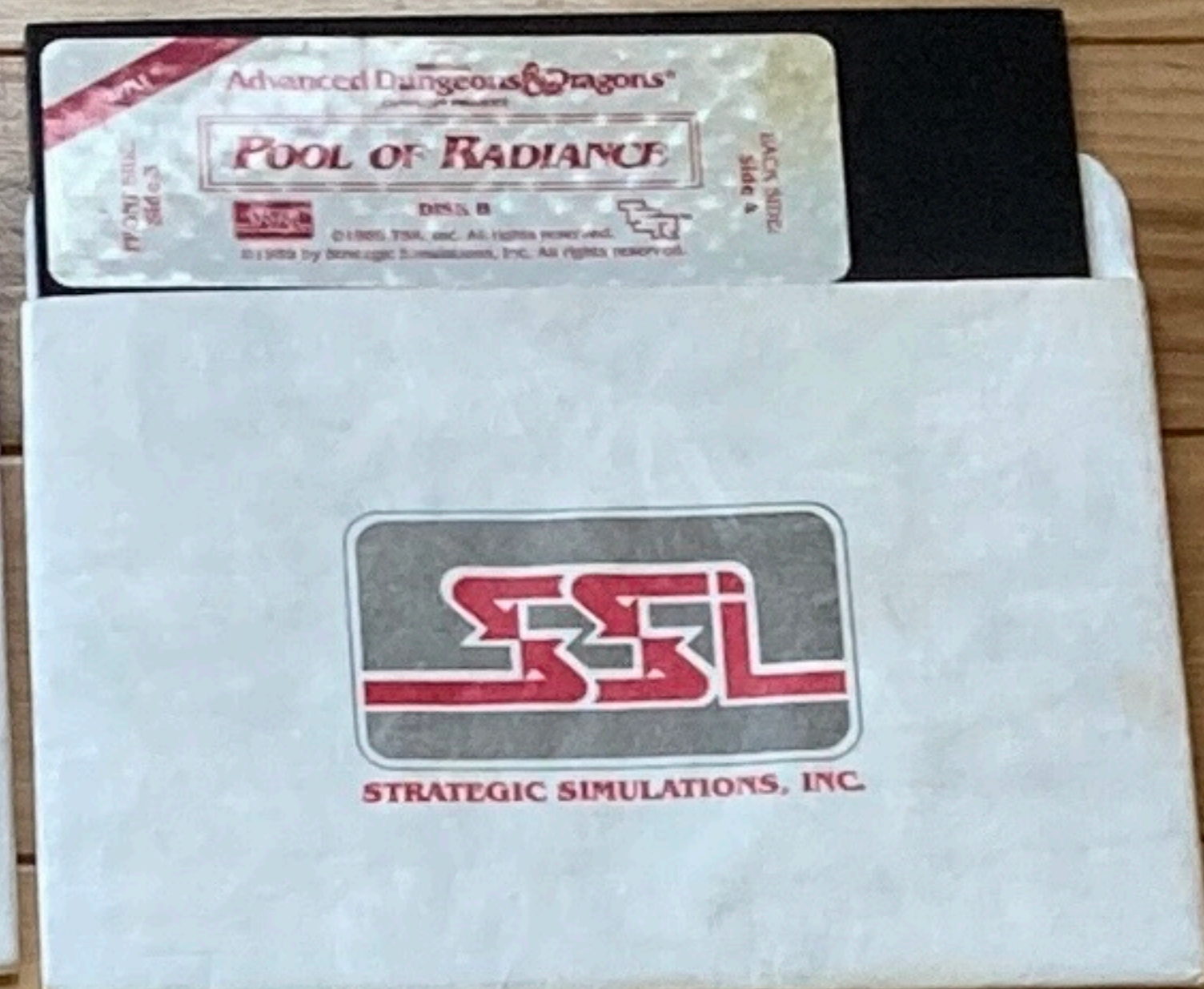
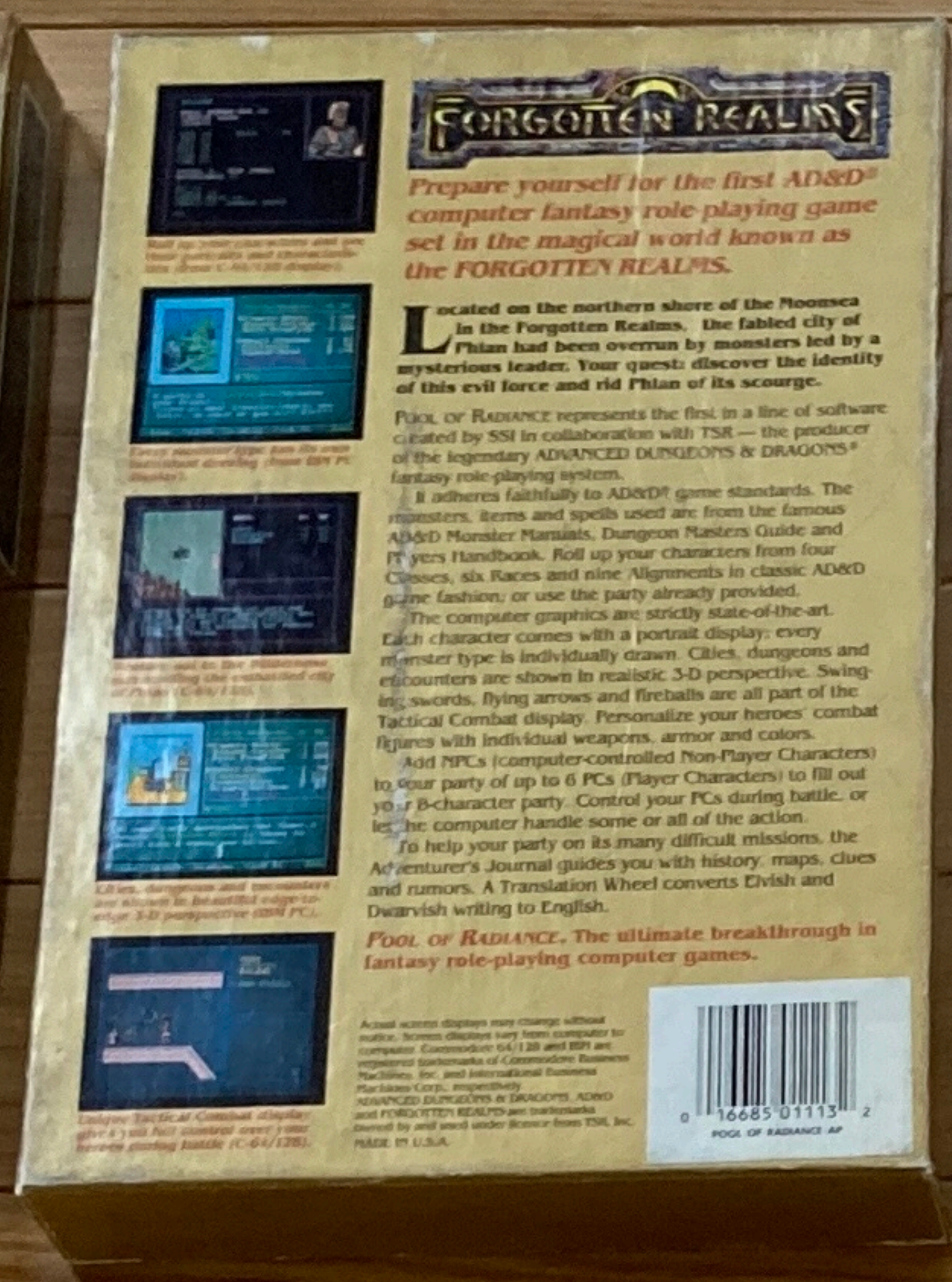


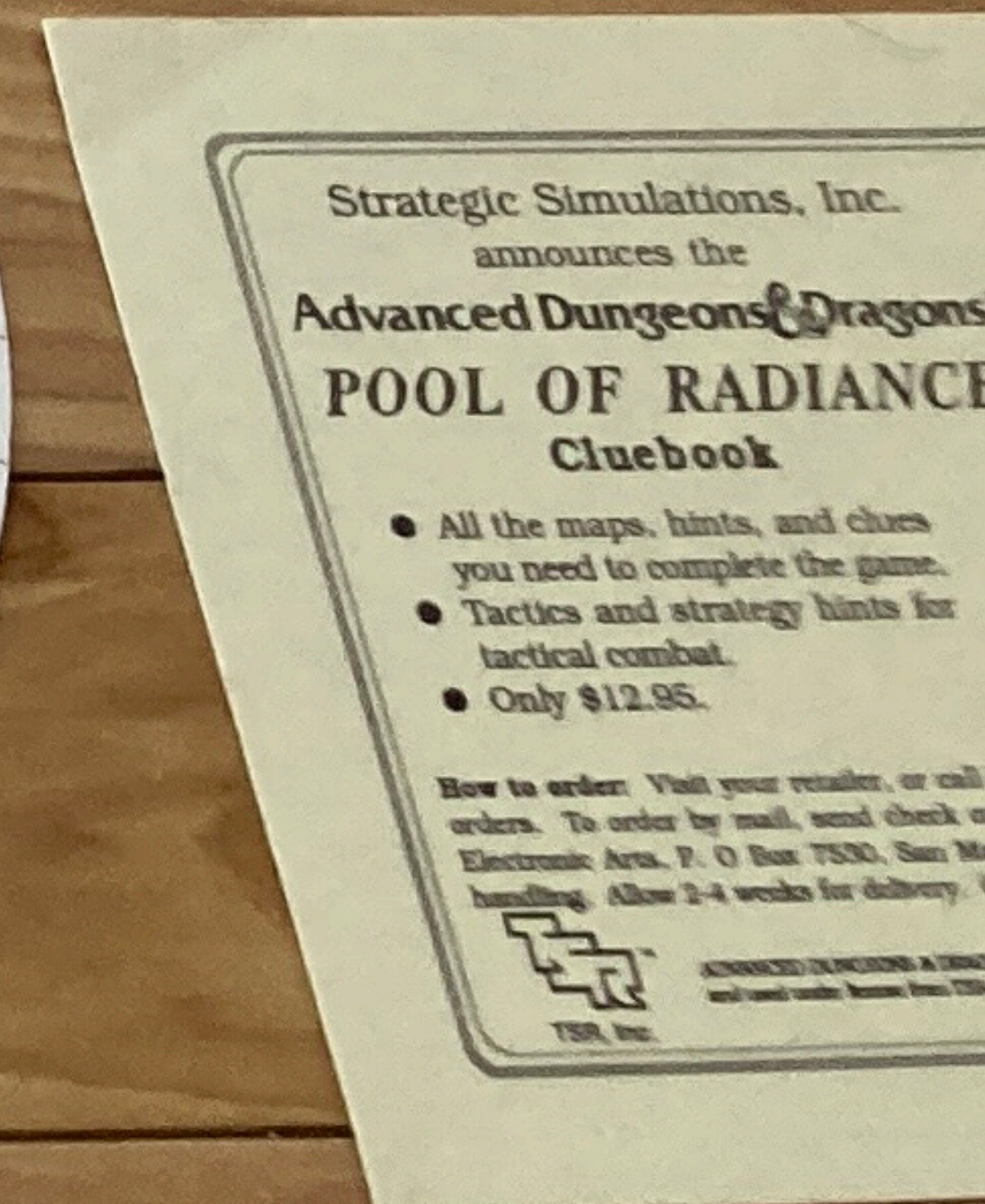
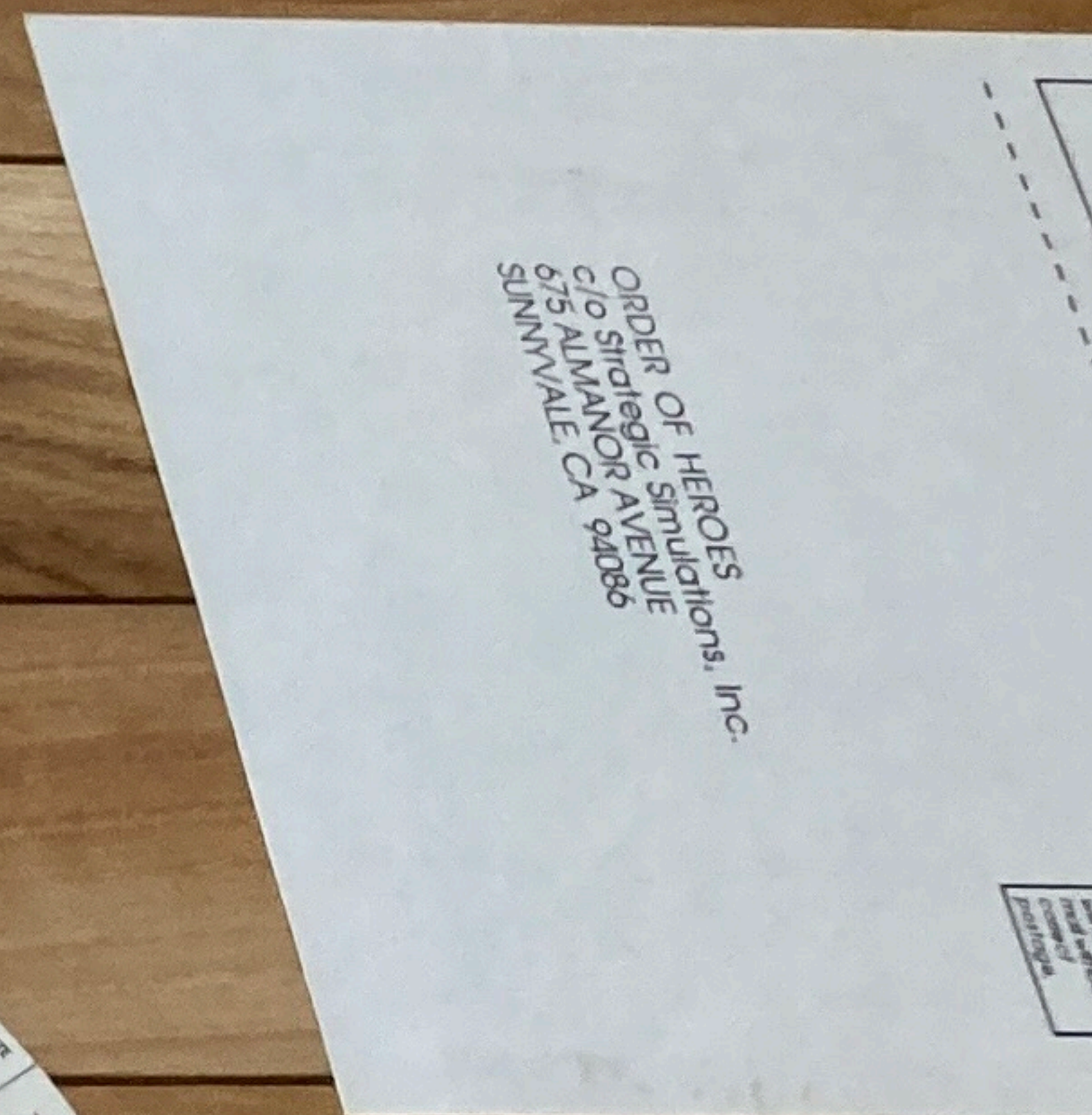
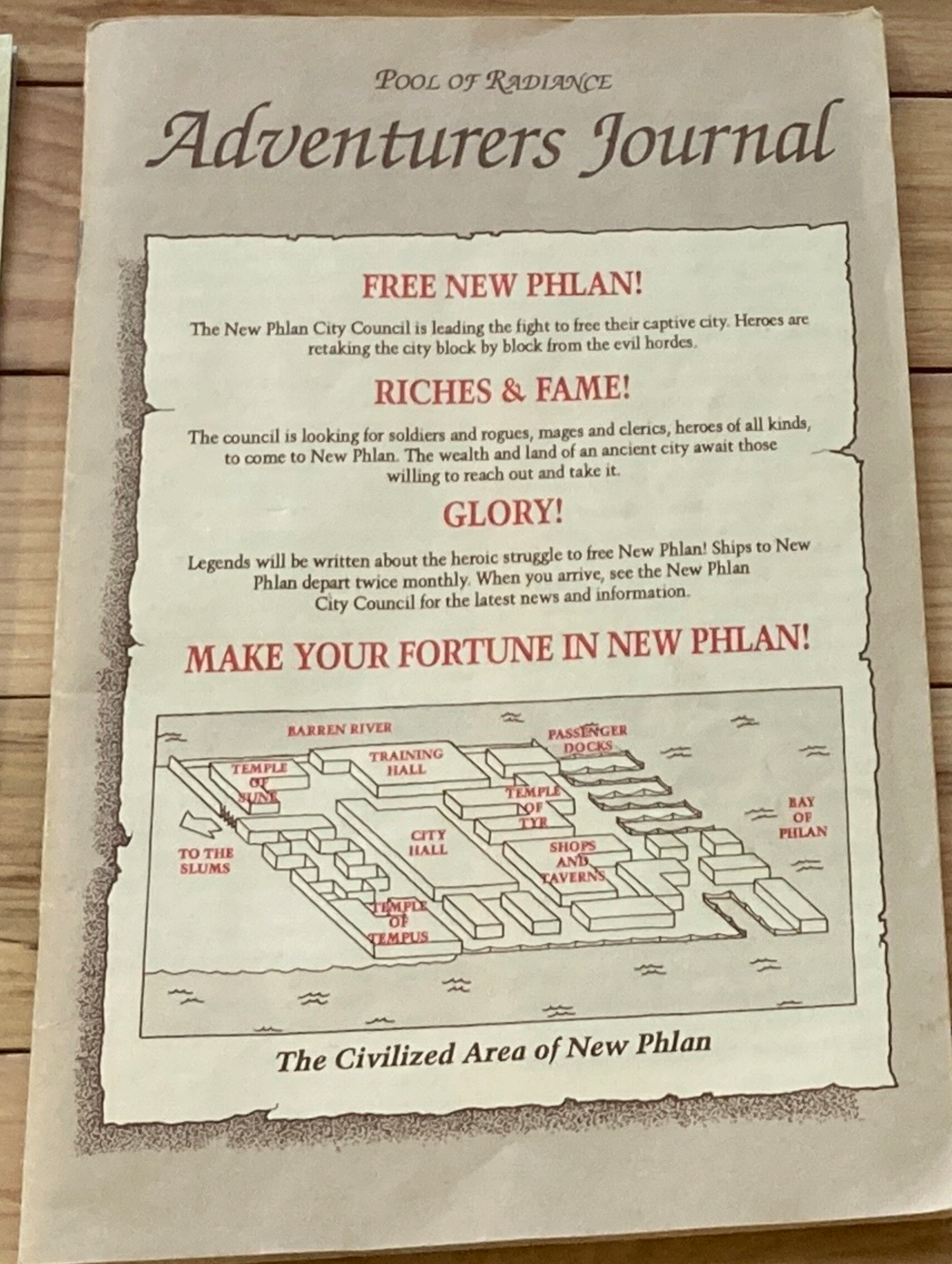
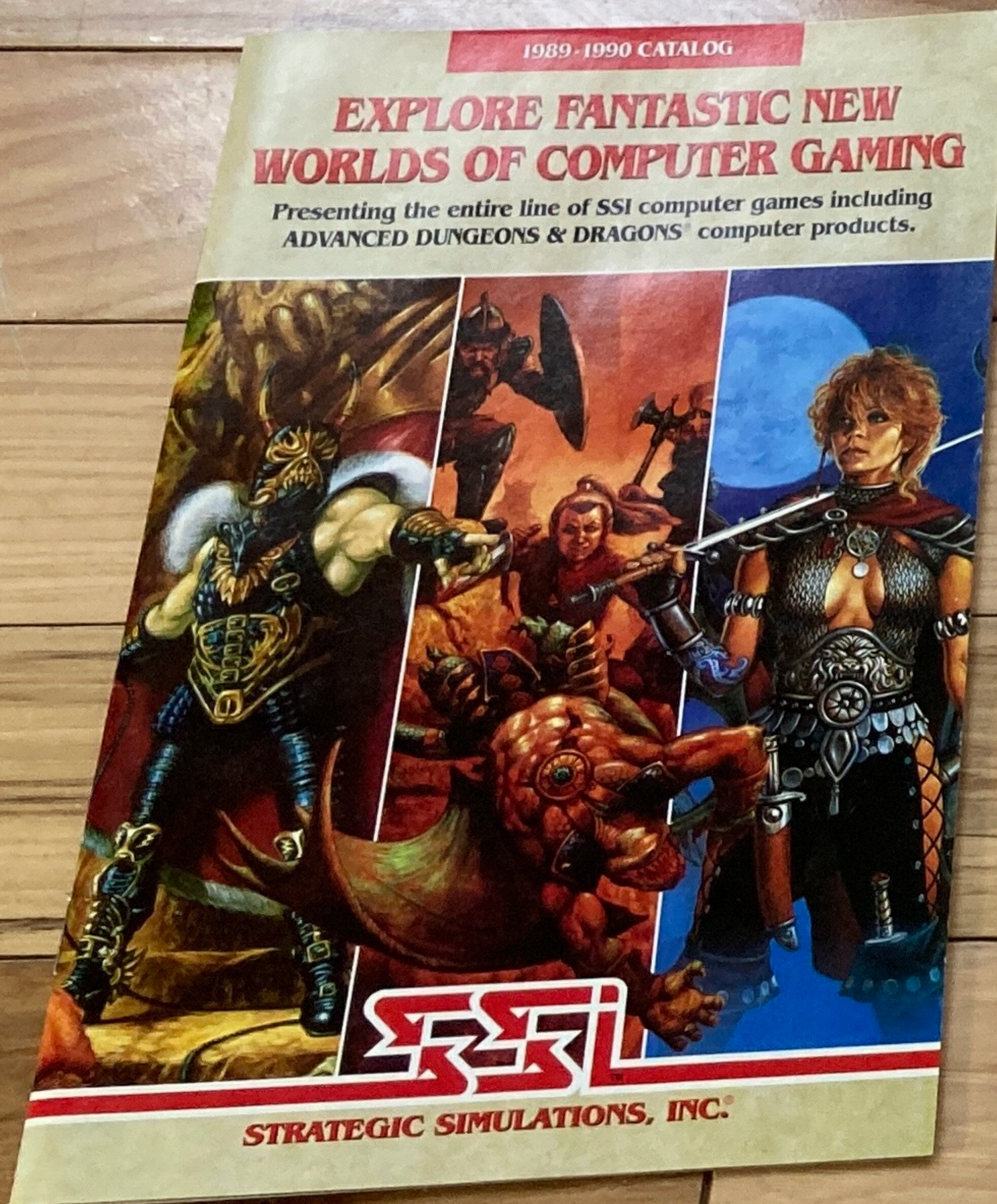
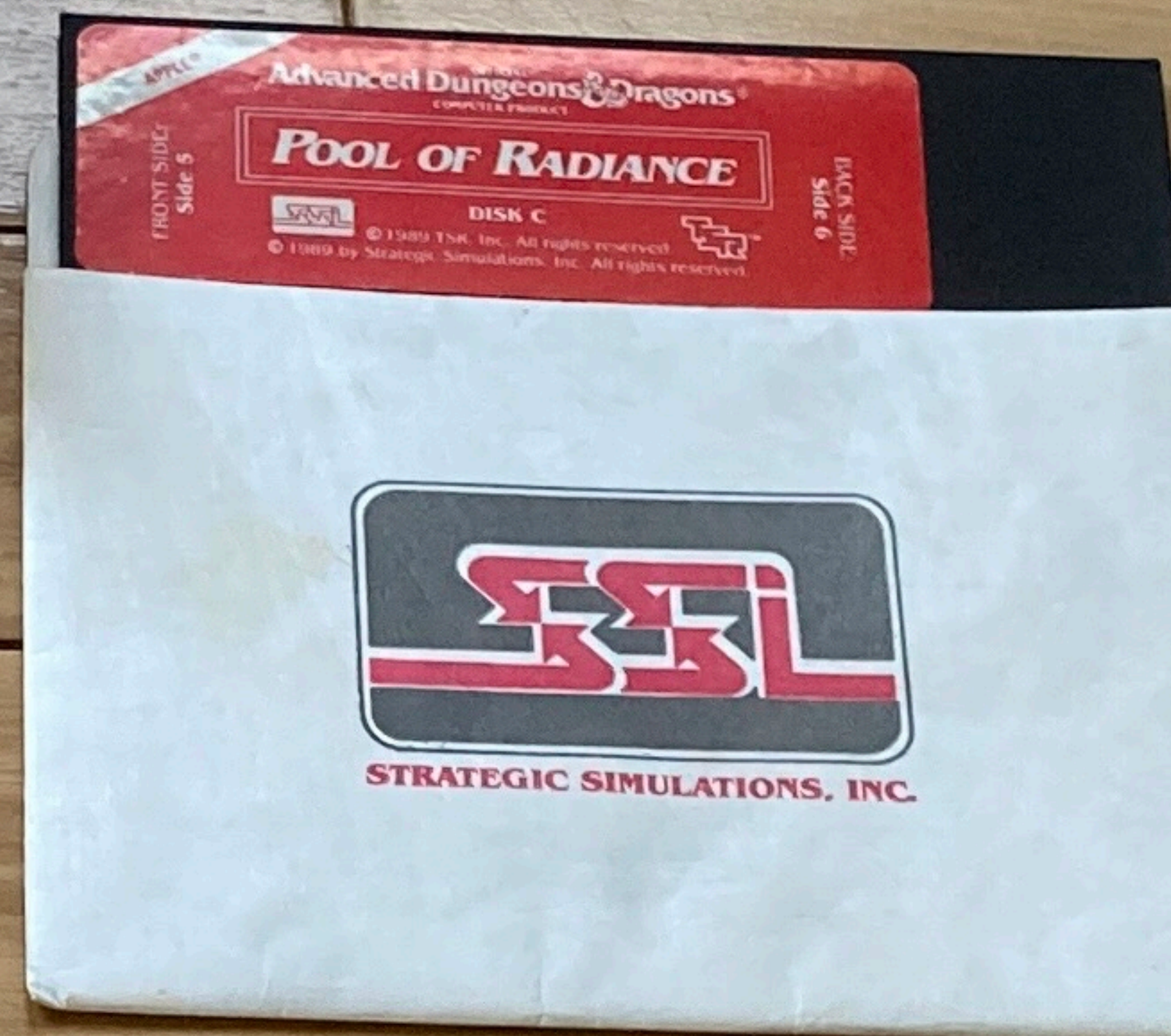
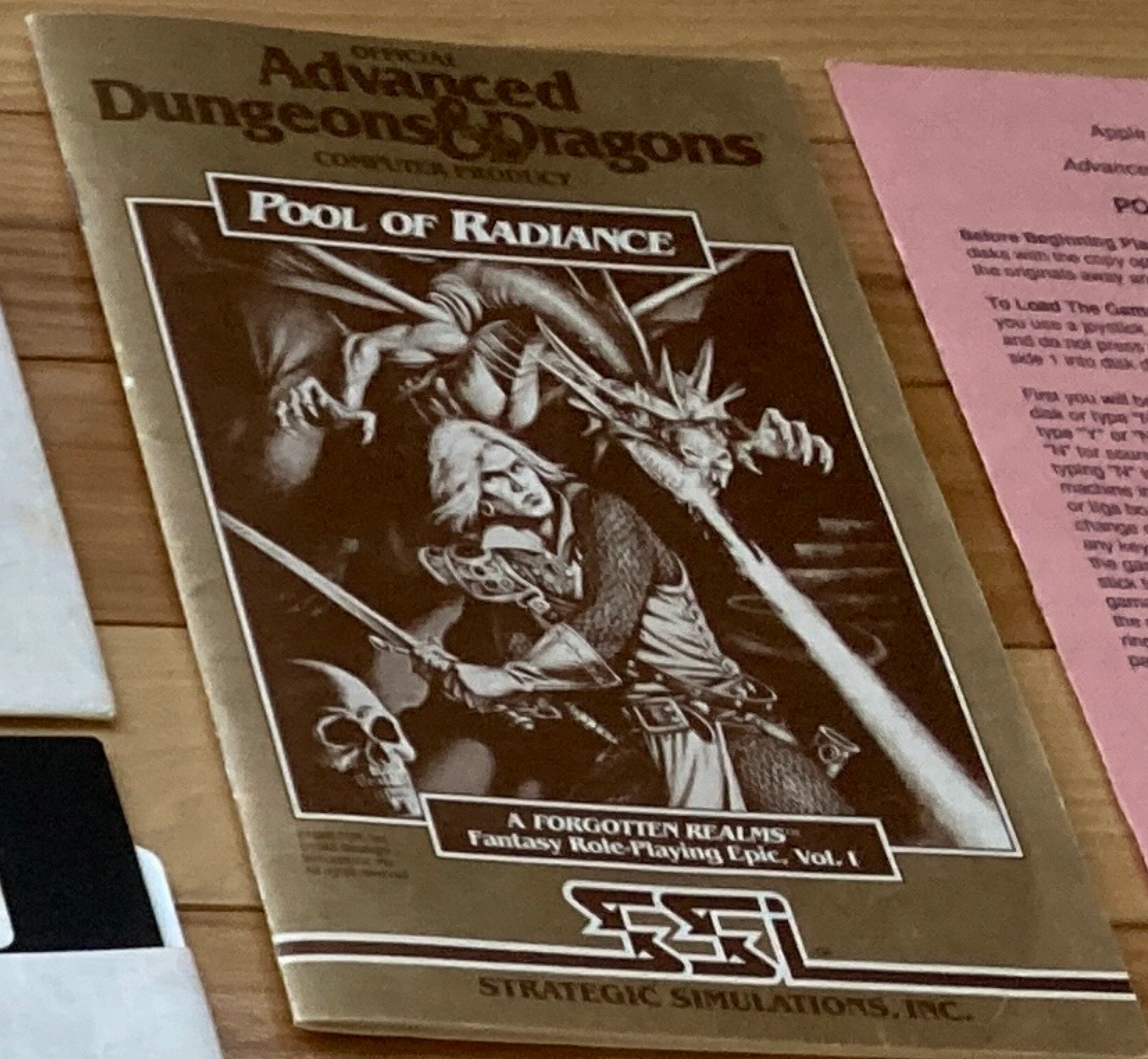
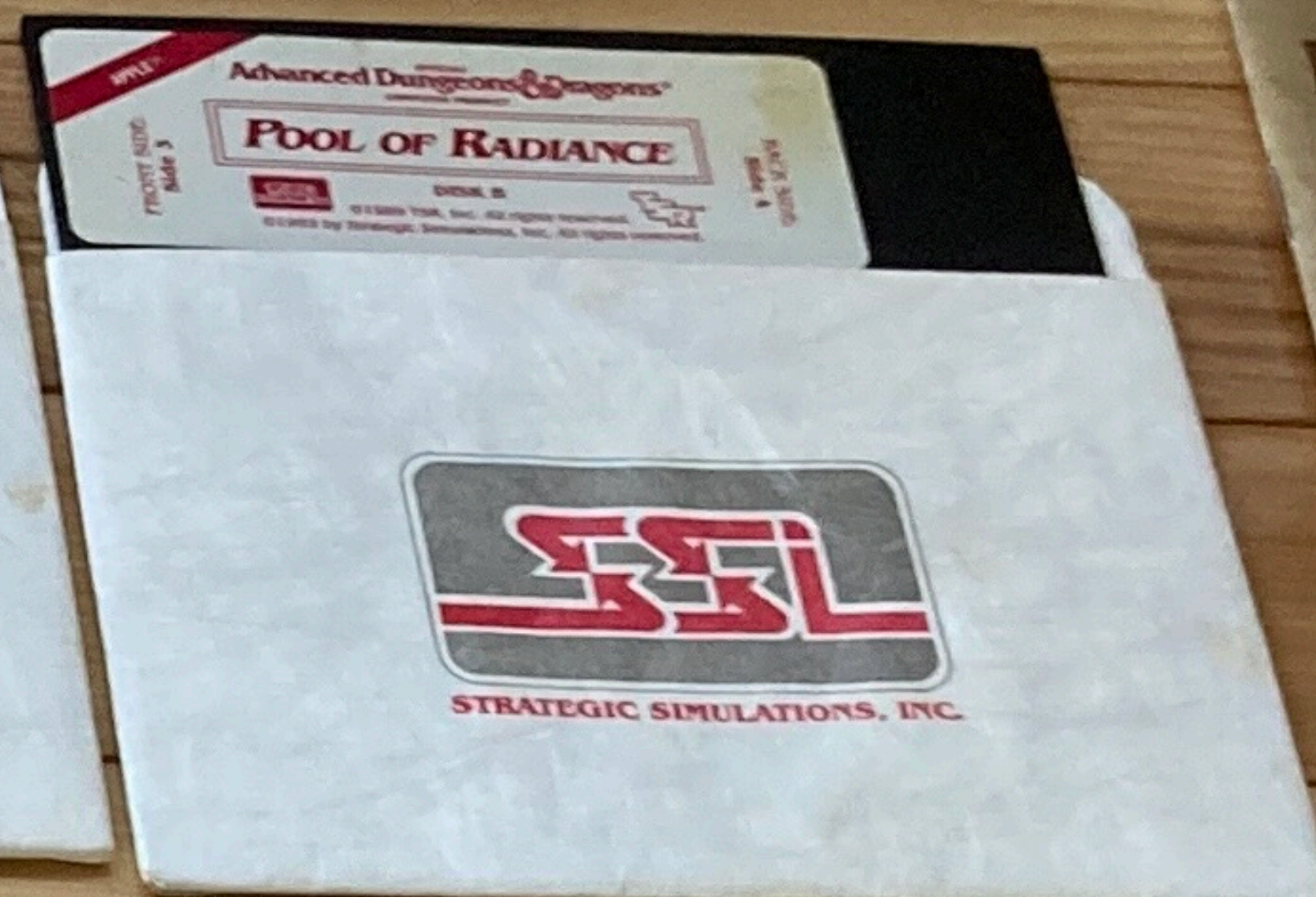
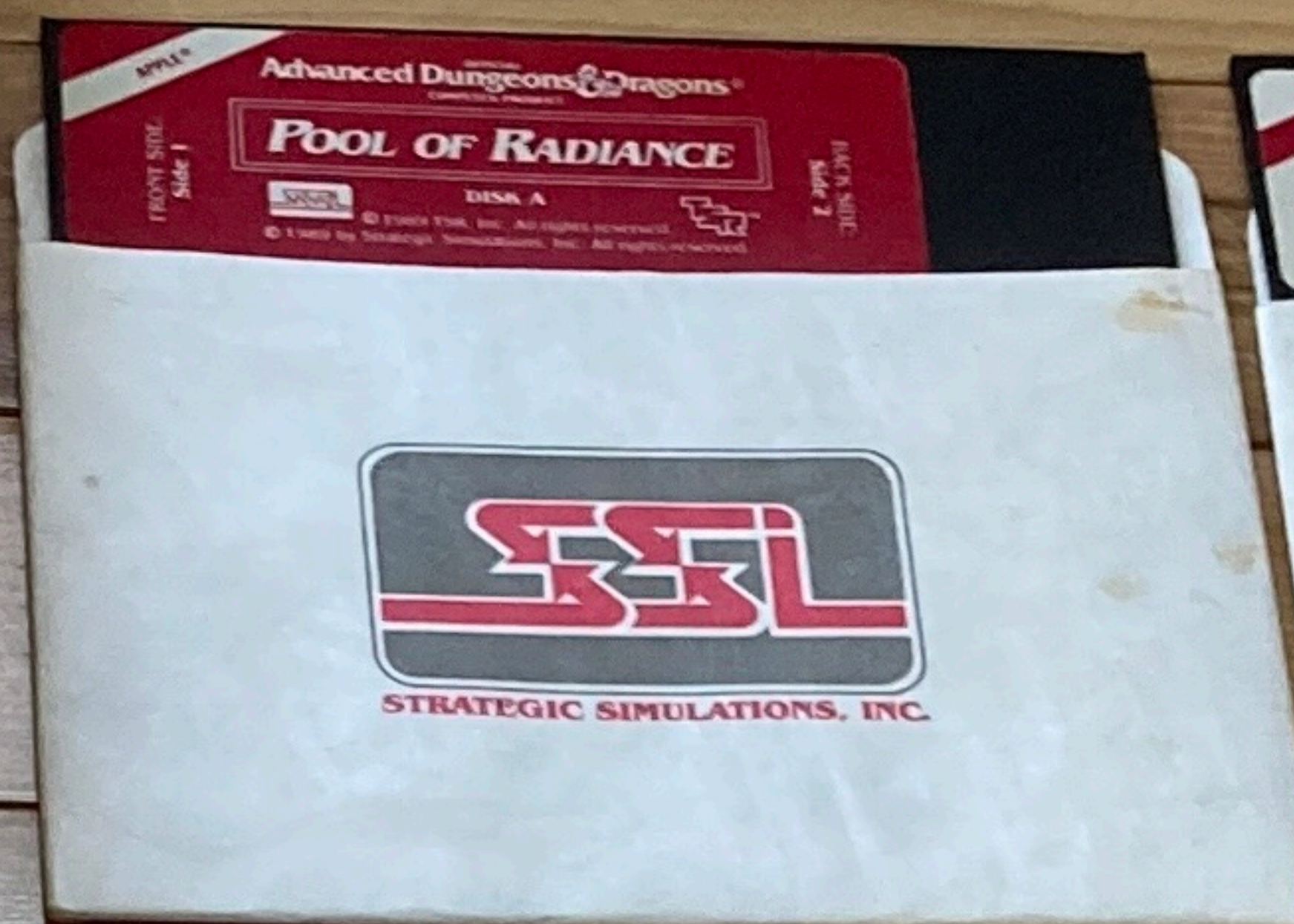
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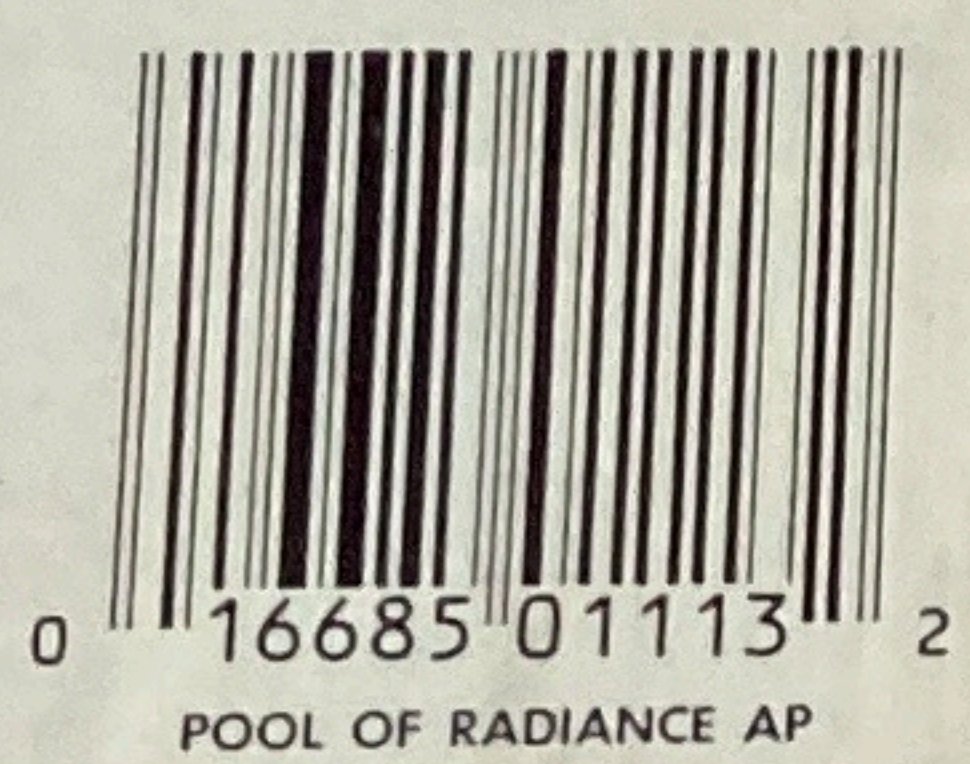
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...AD&D® game standards. The
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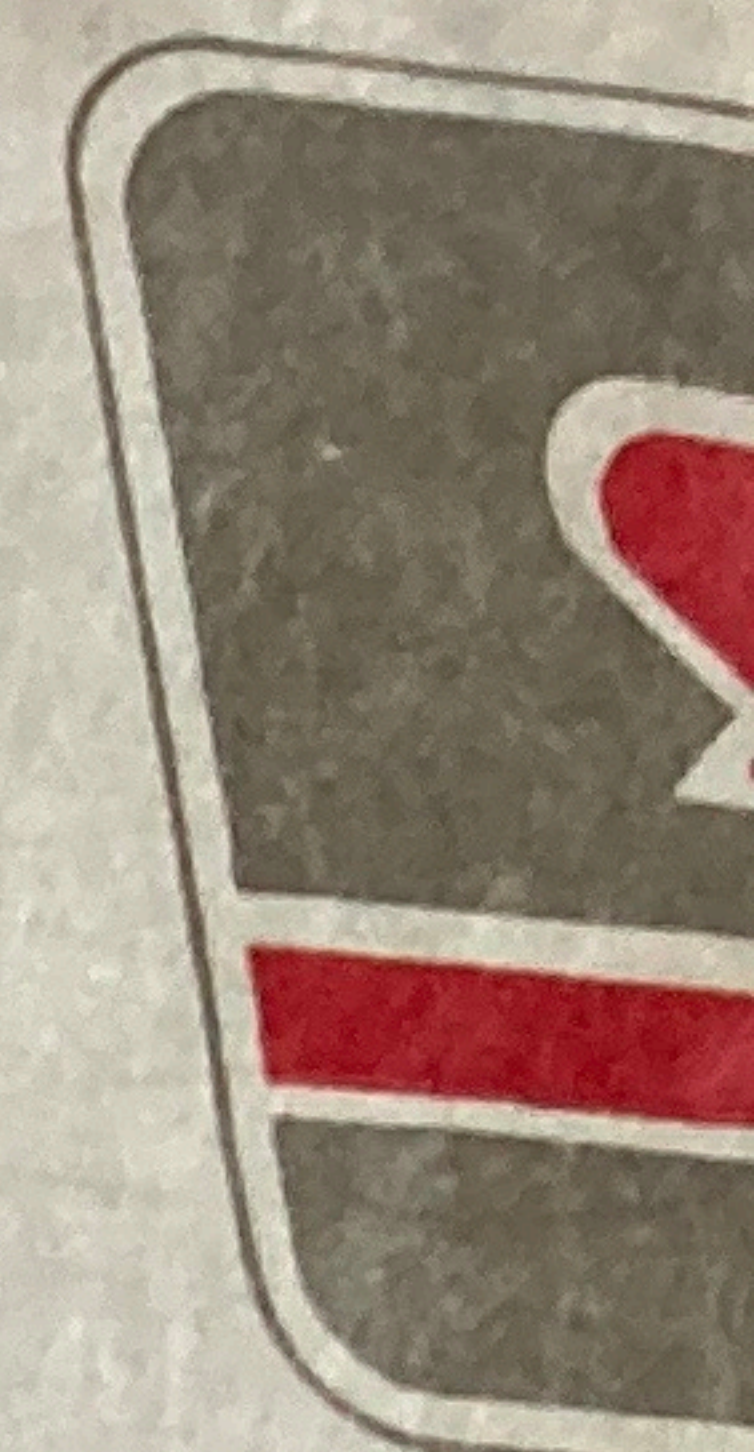
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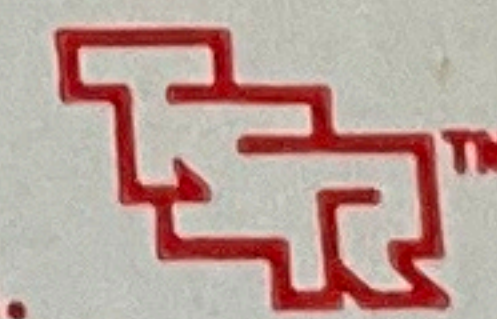
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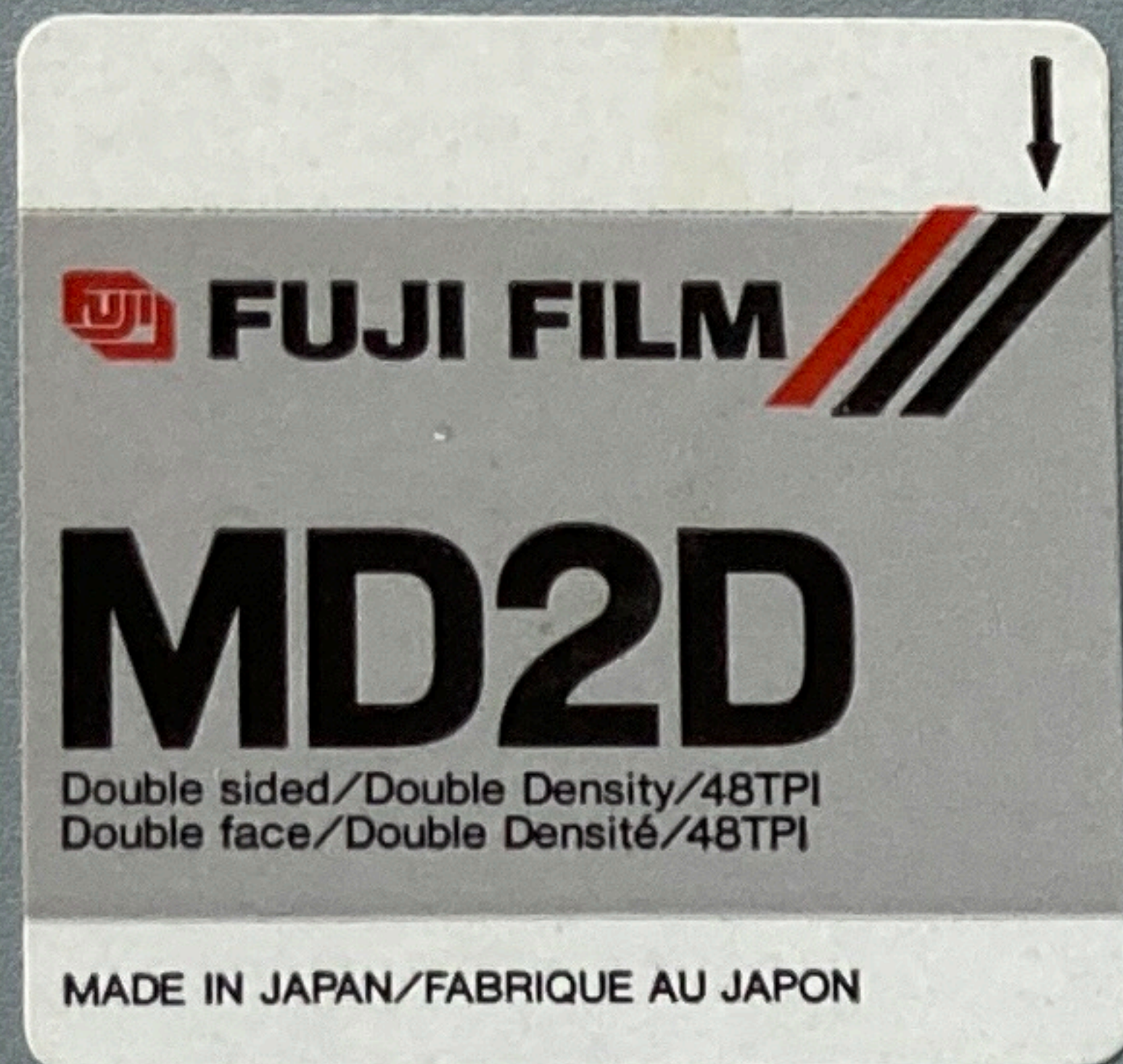
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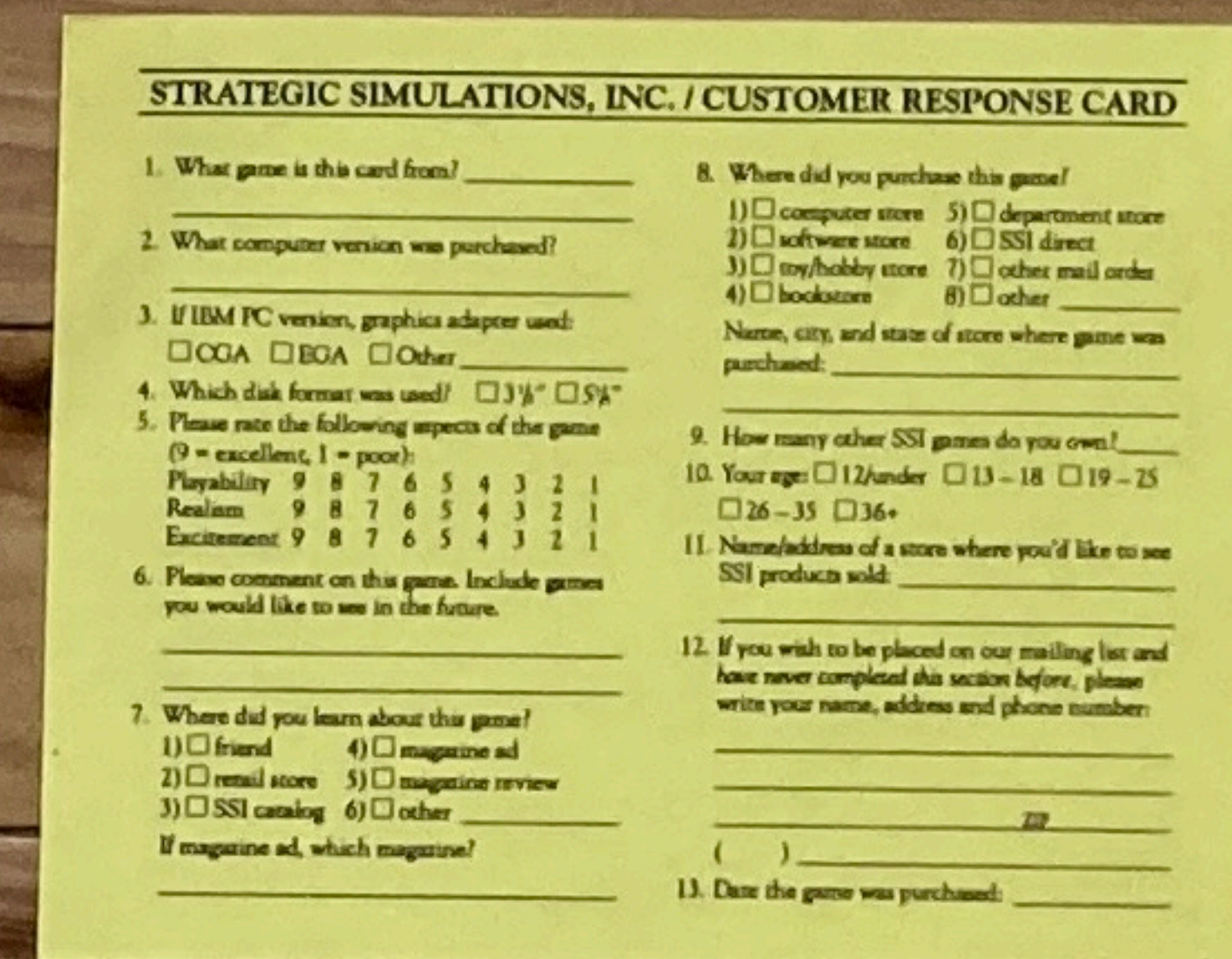
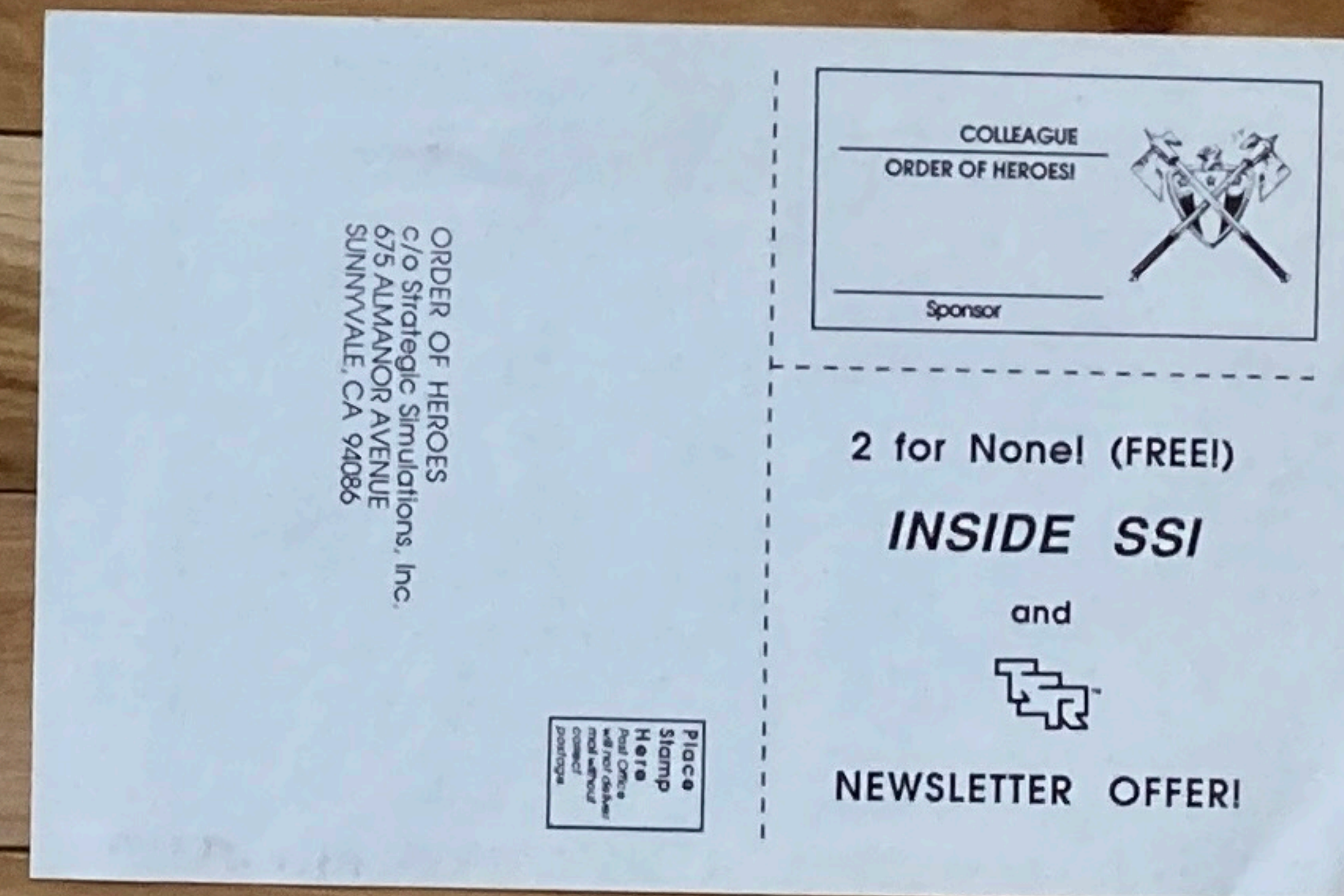
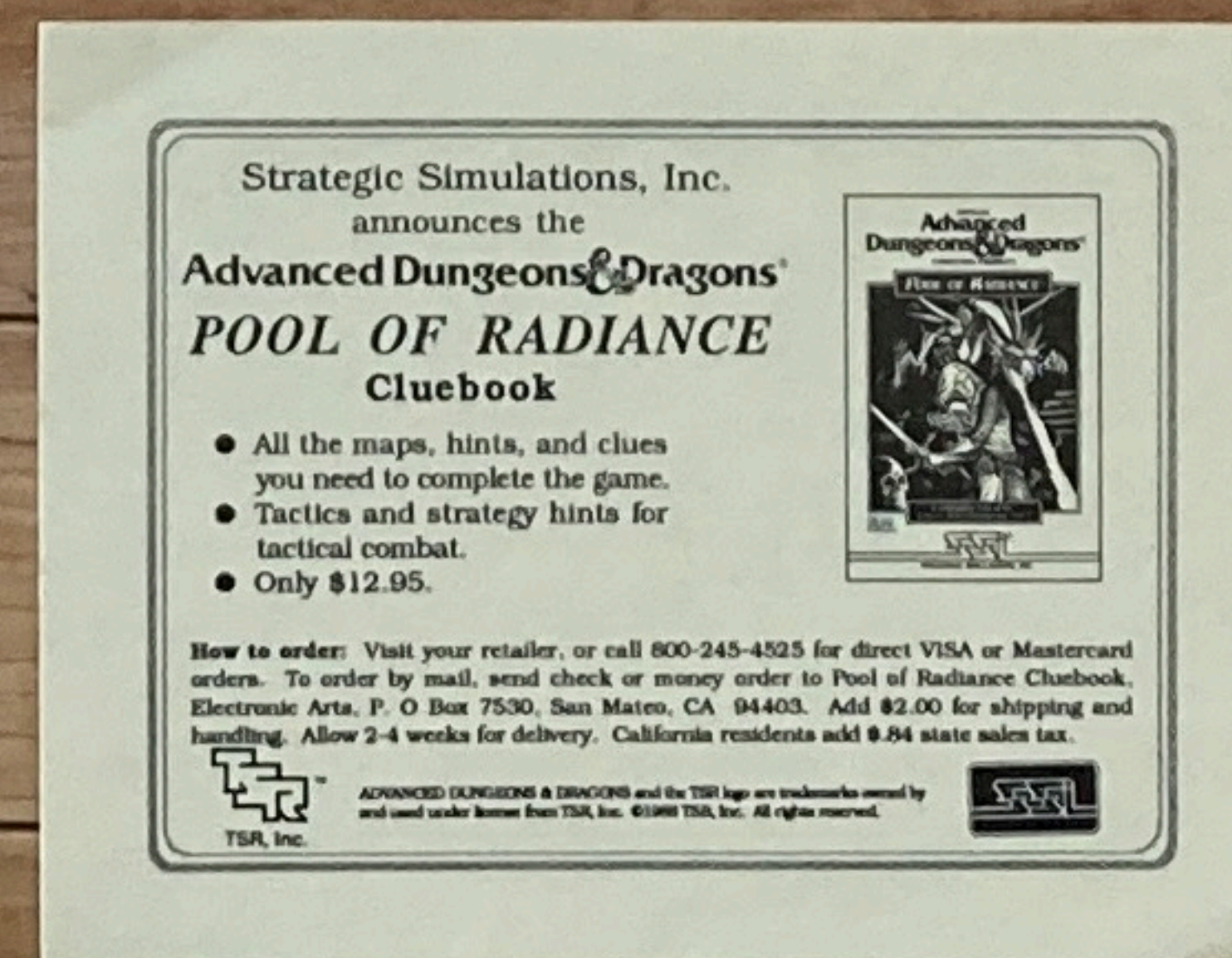
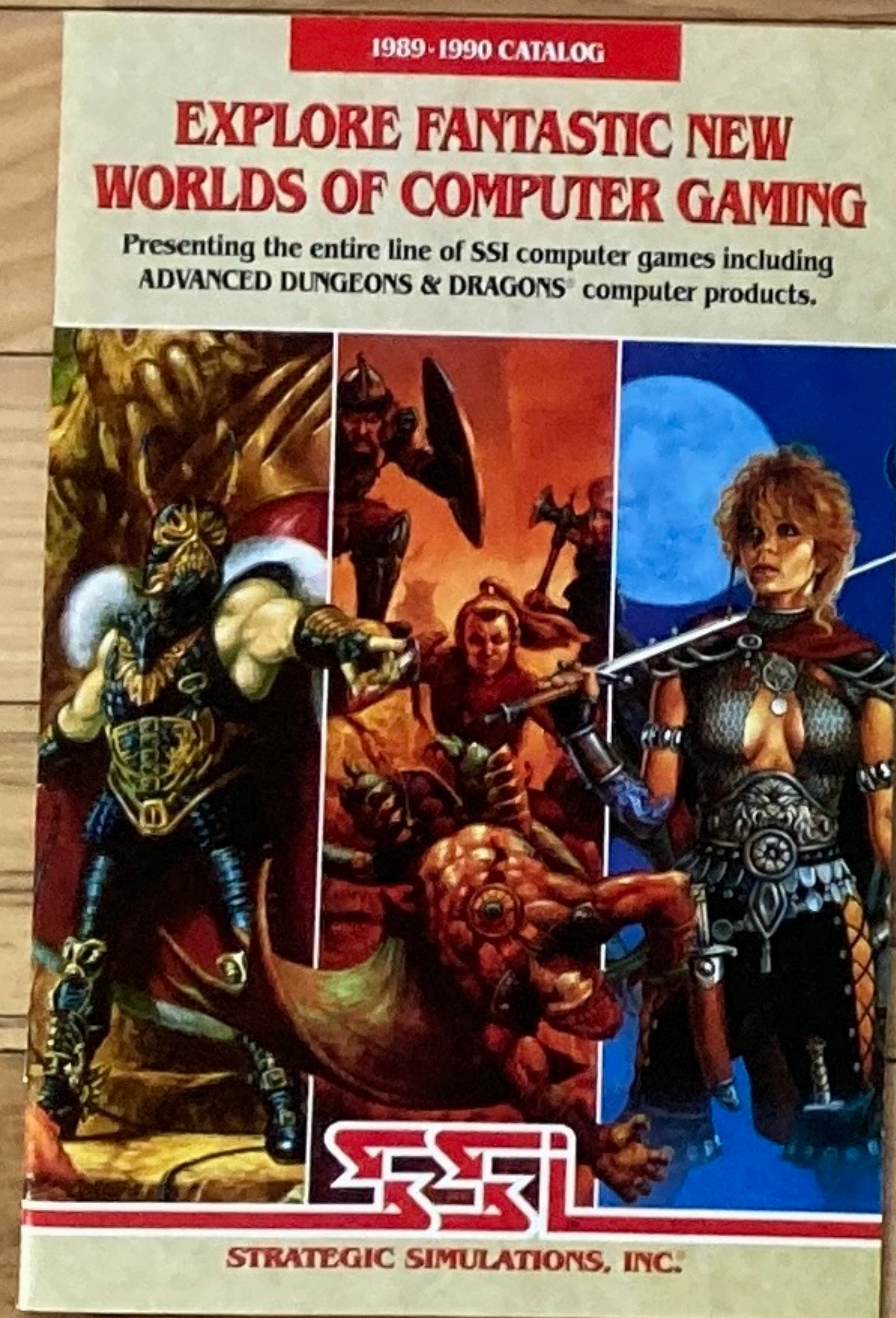
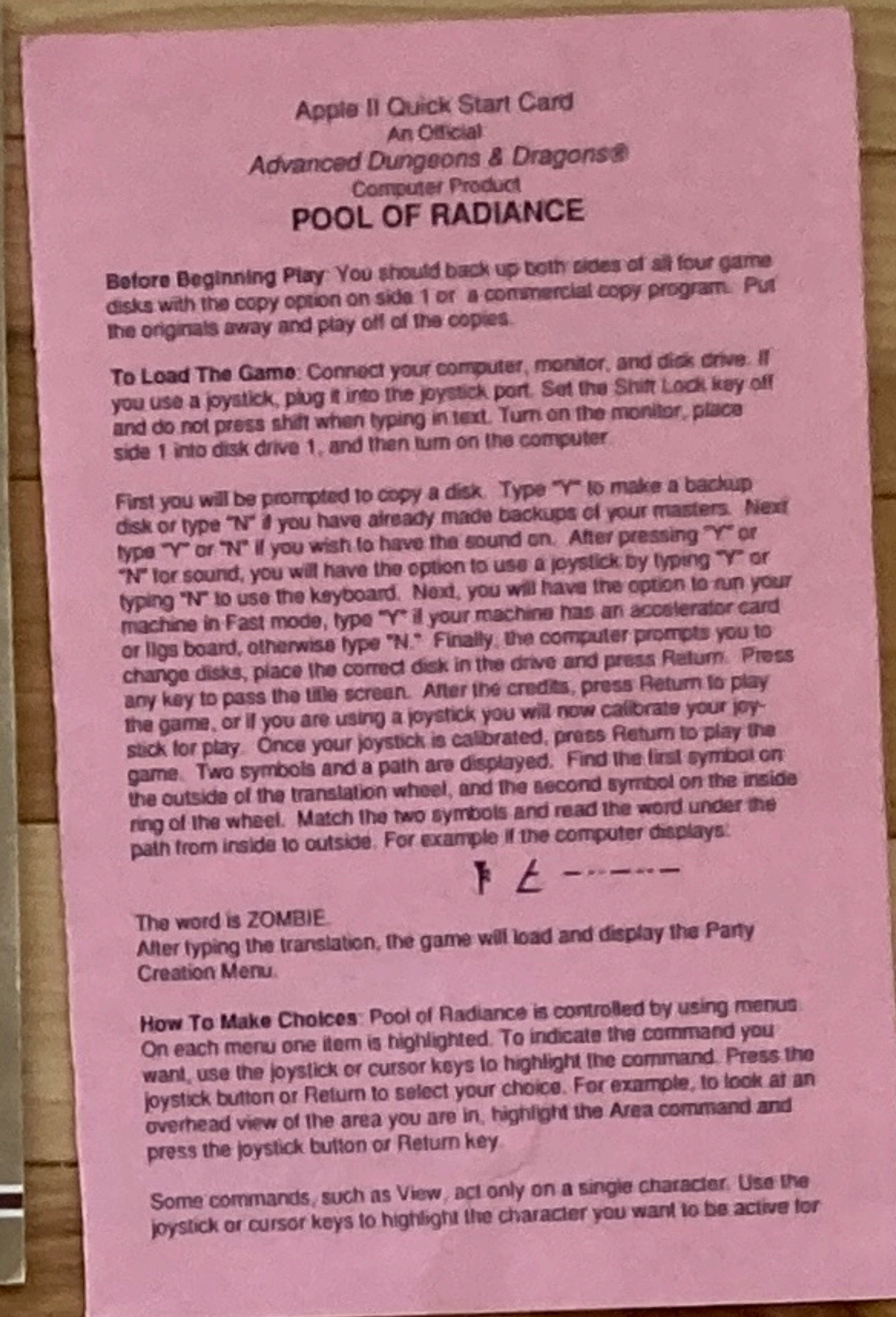
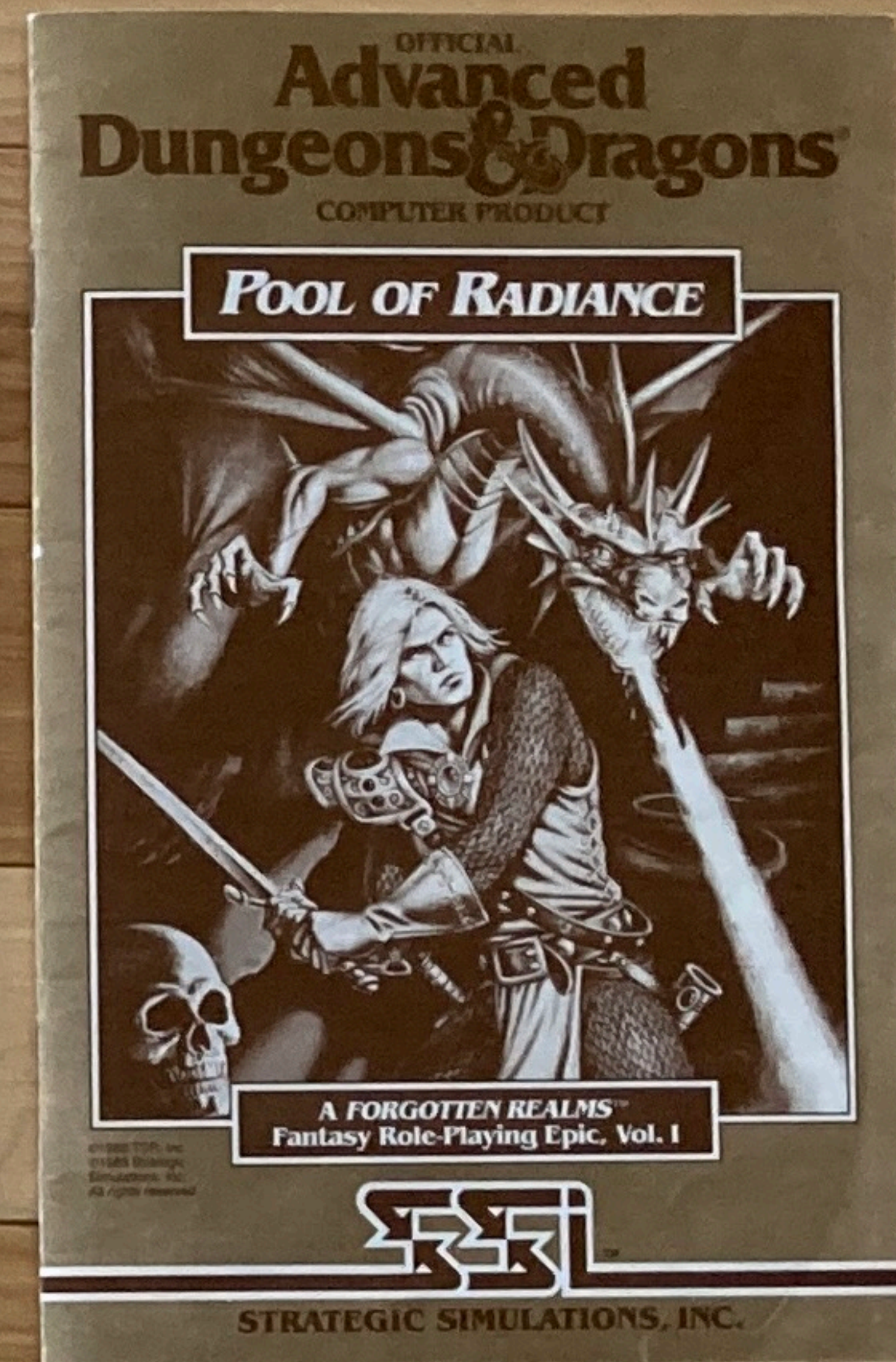
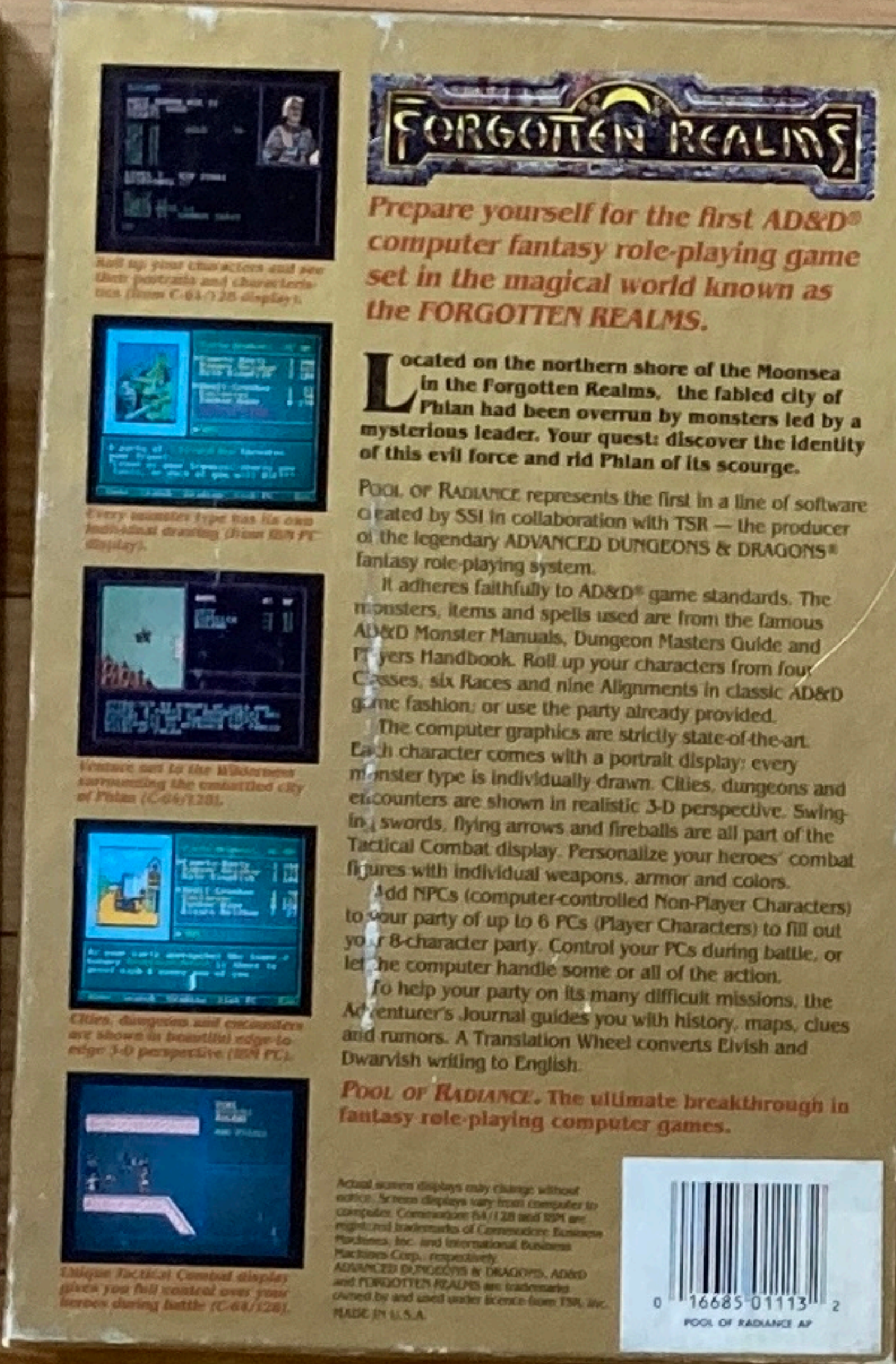
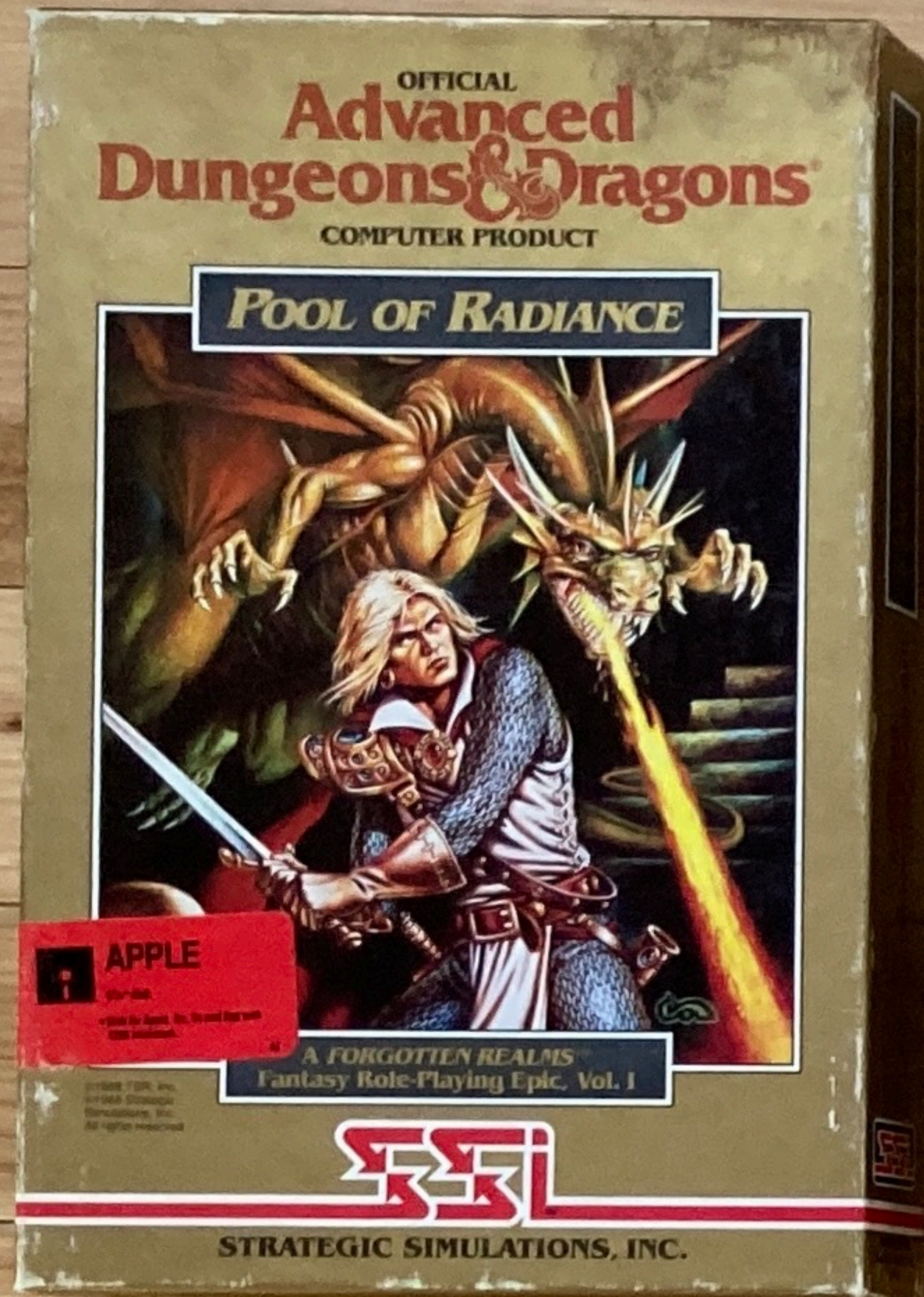
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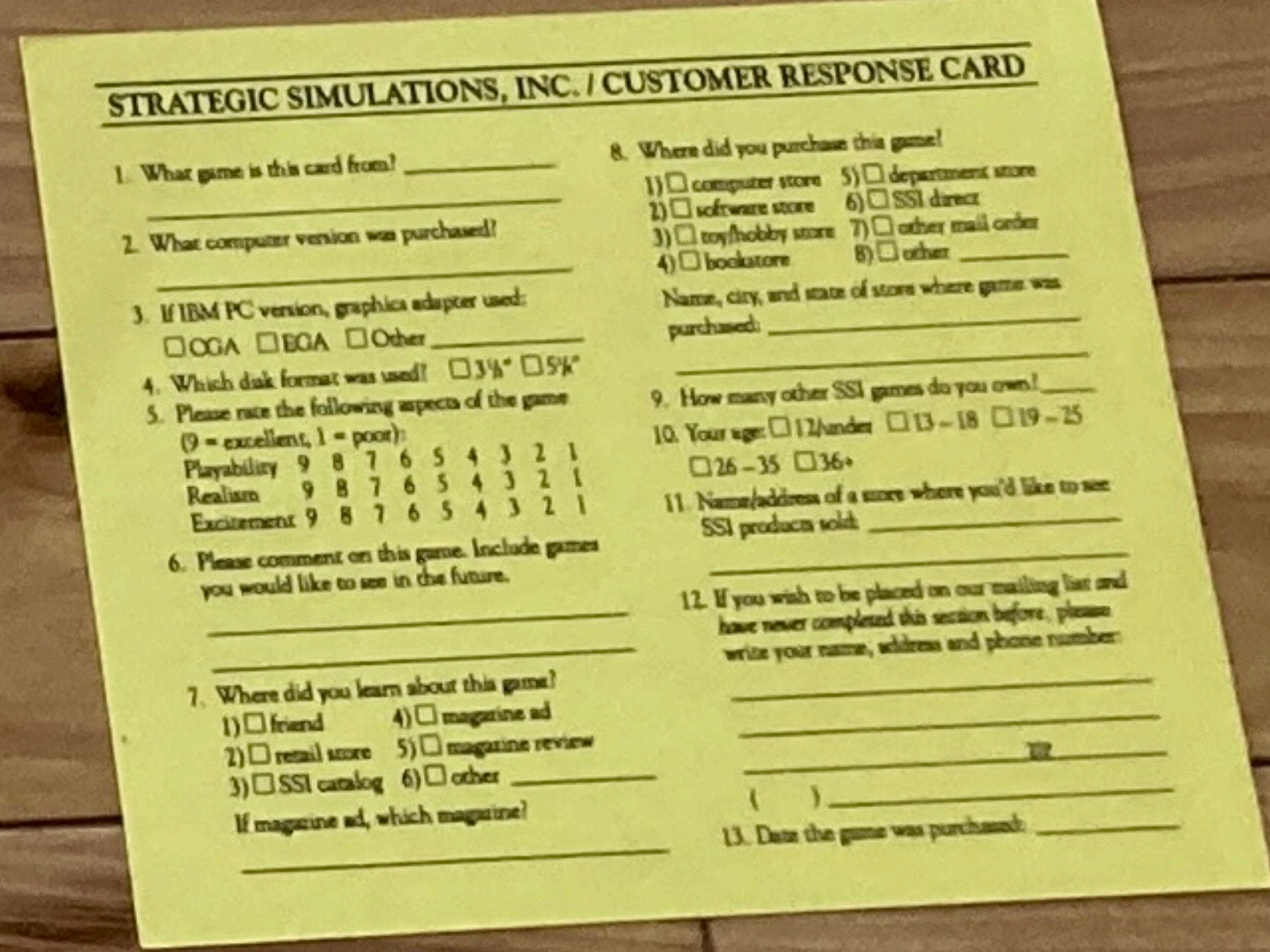
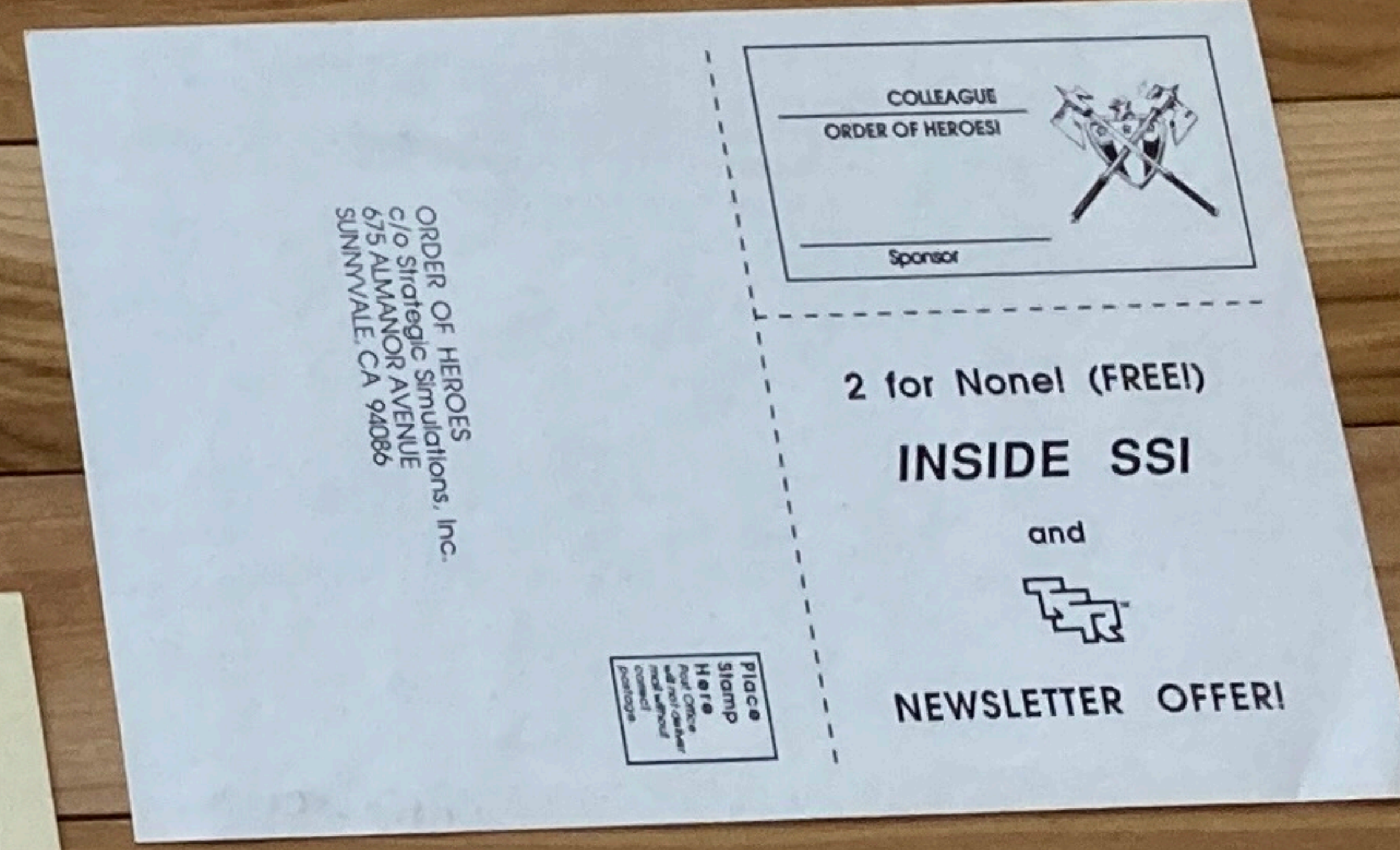
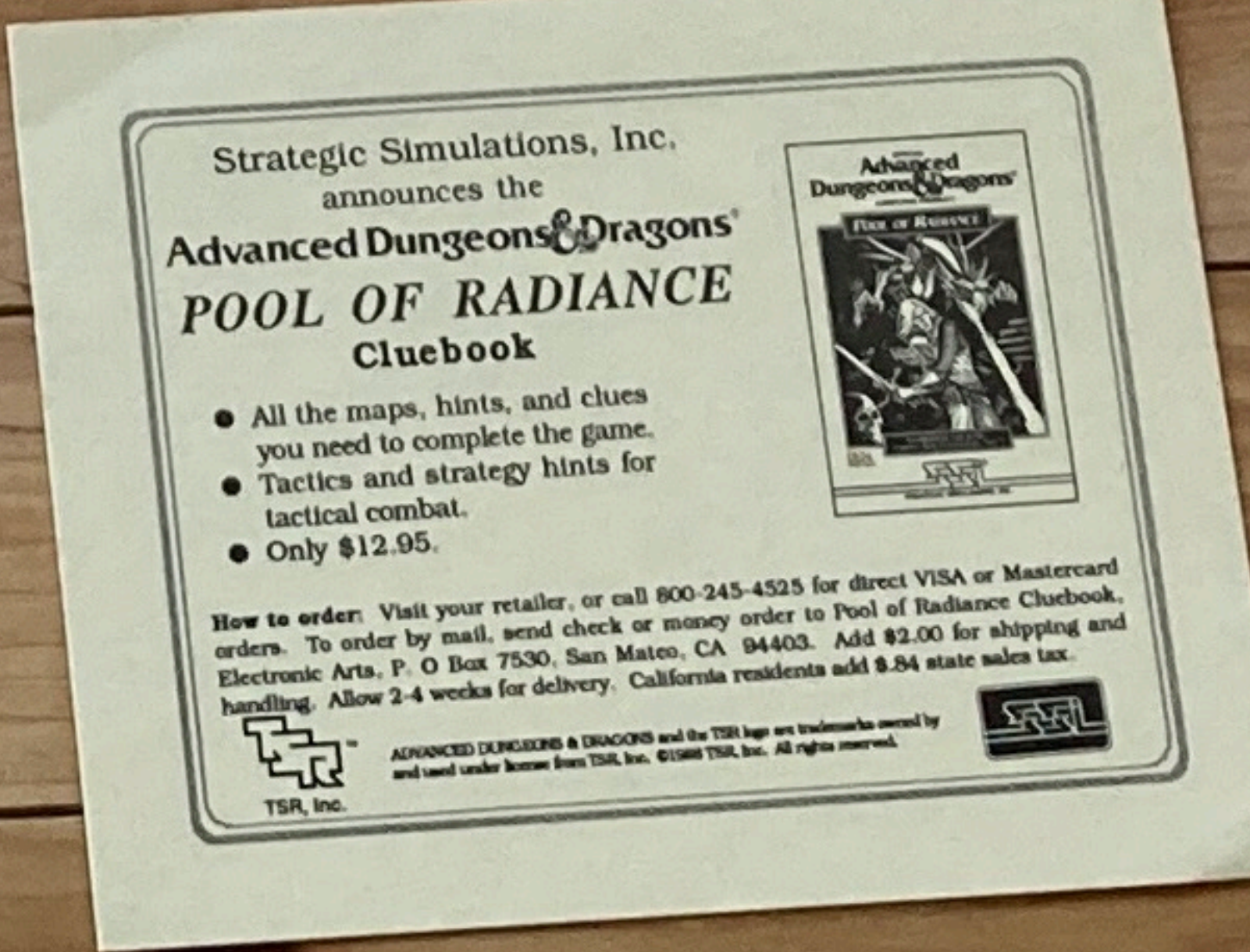
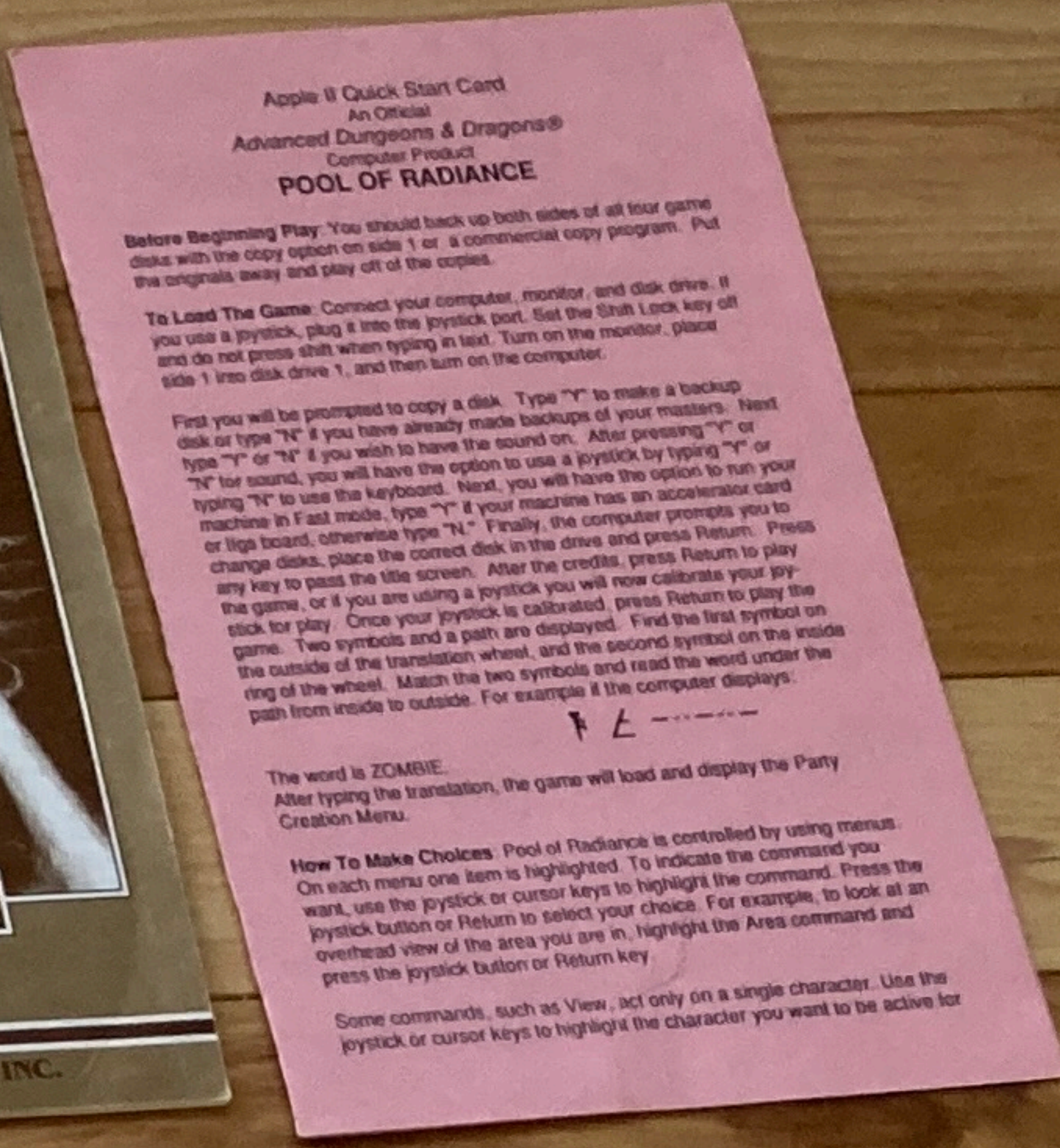
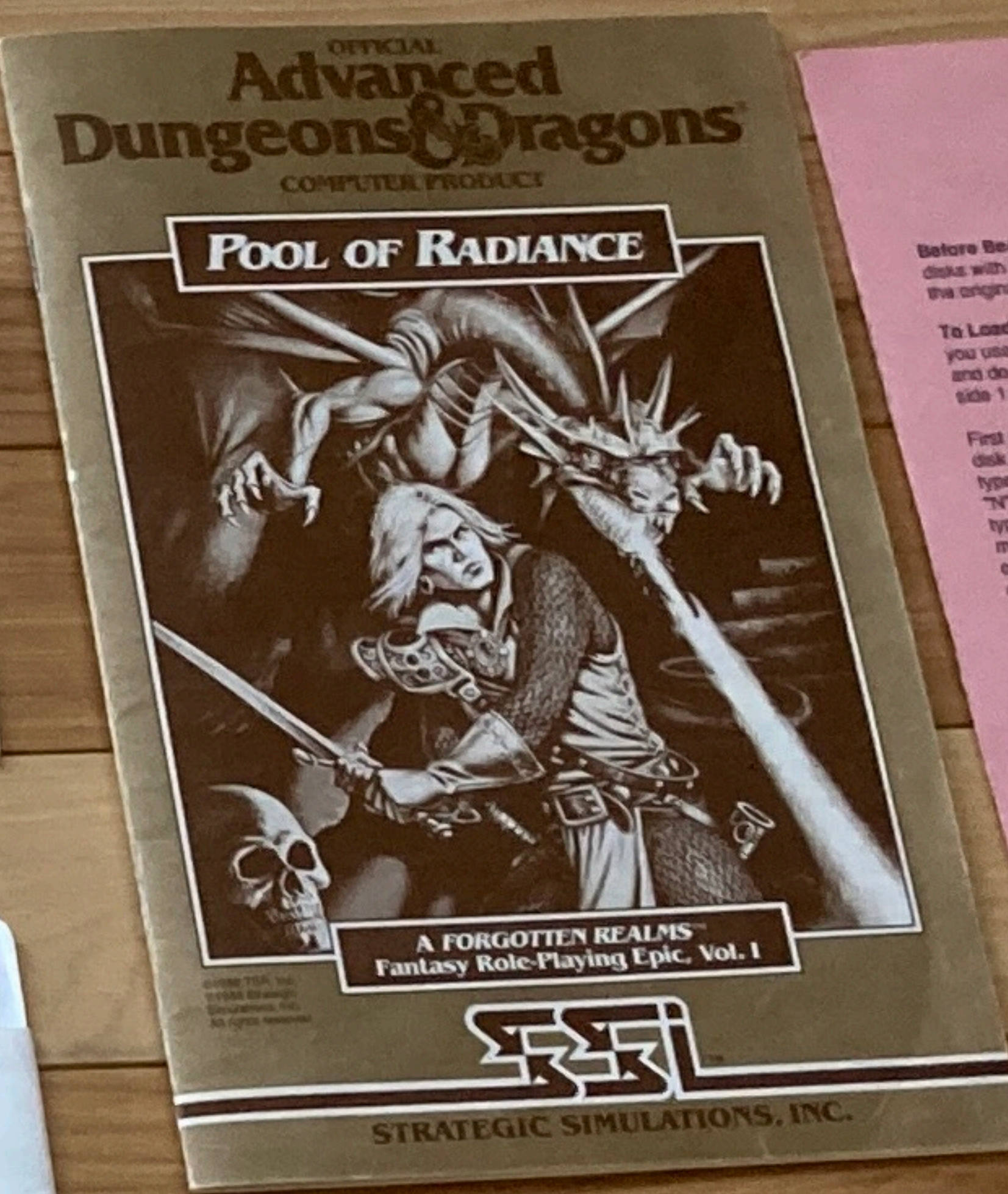
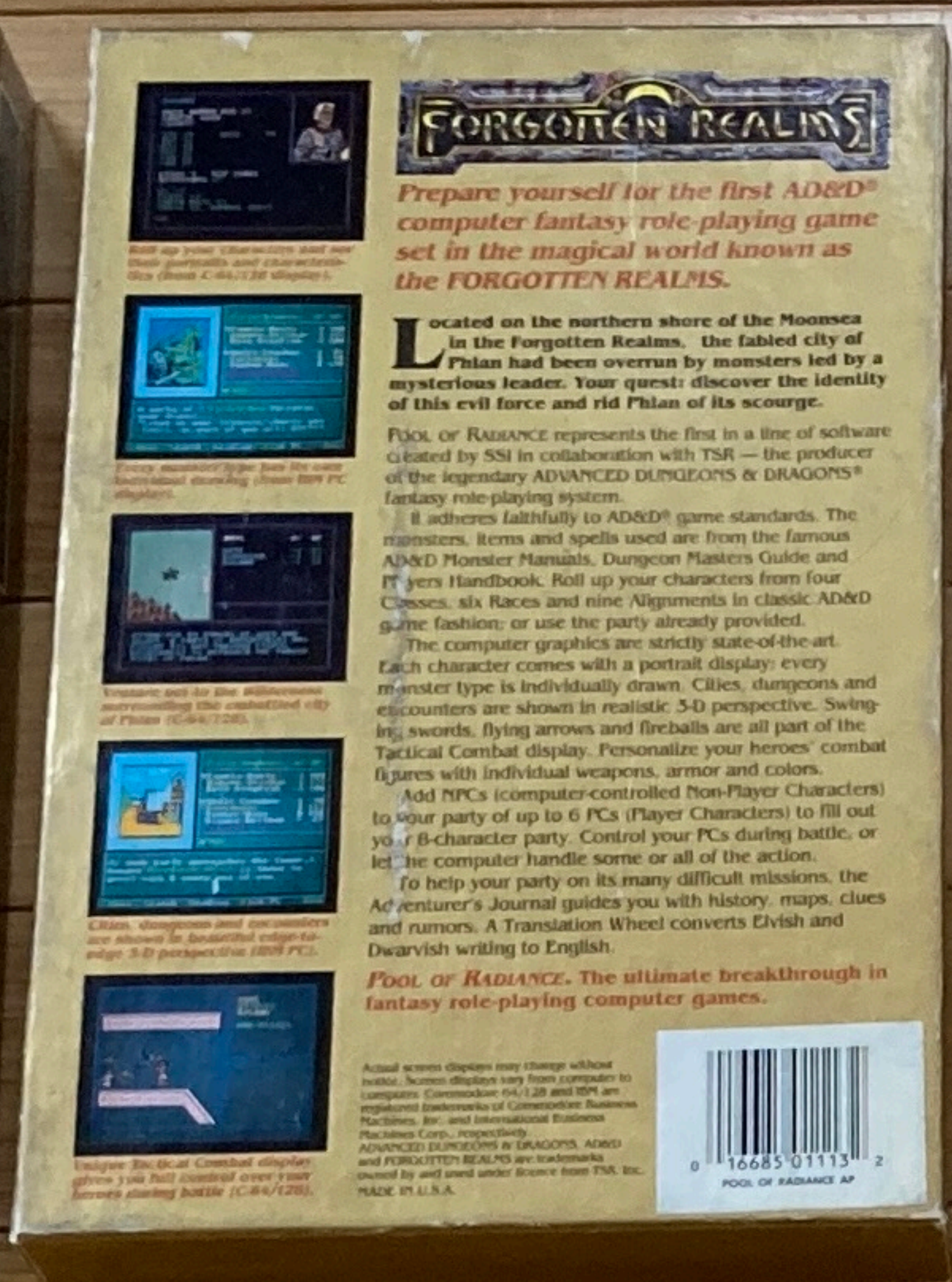
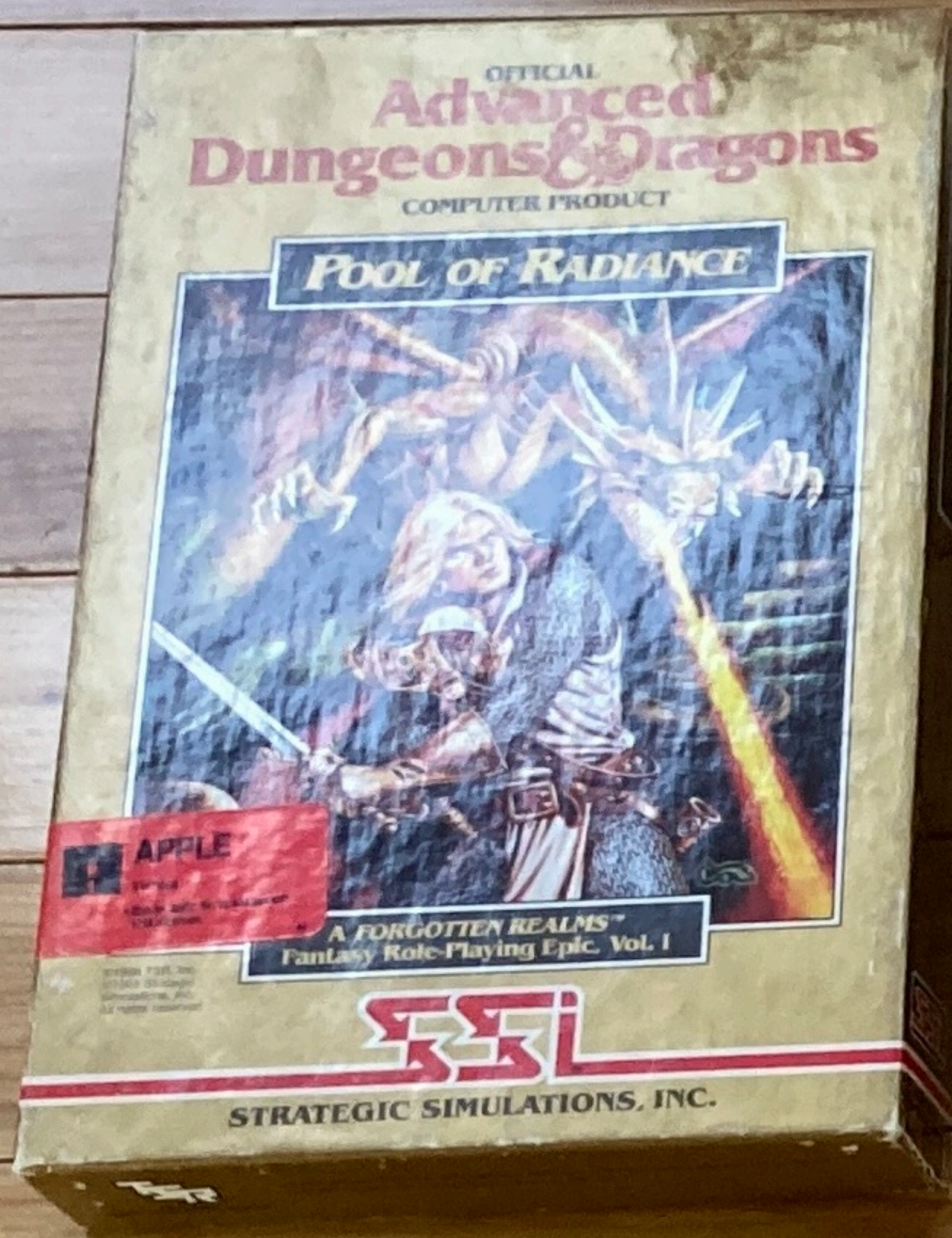
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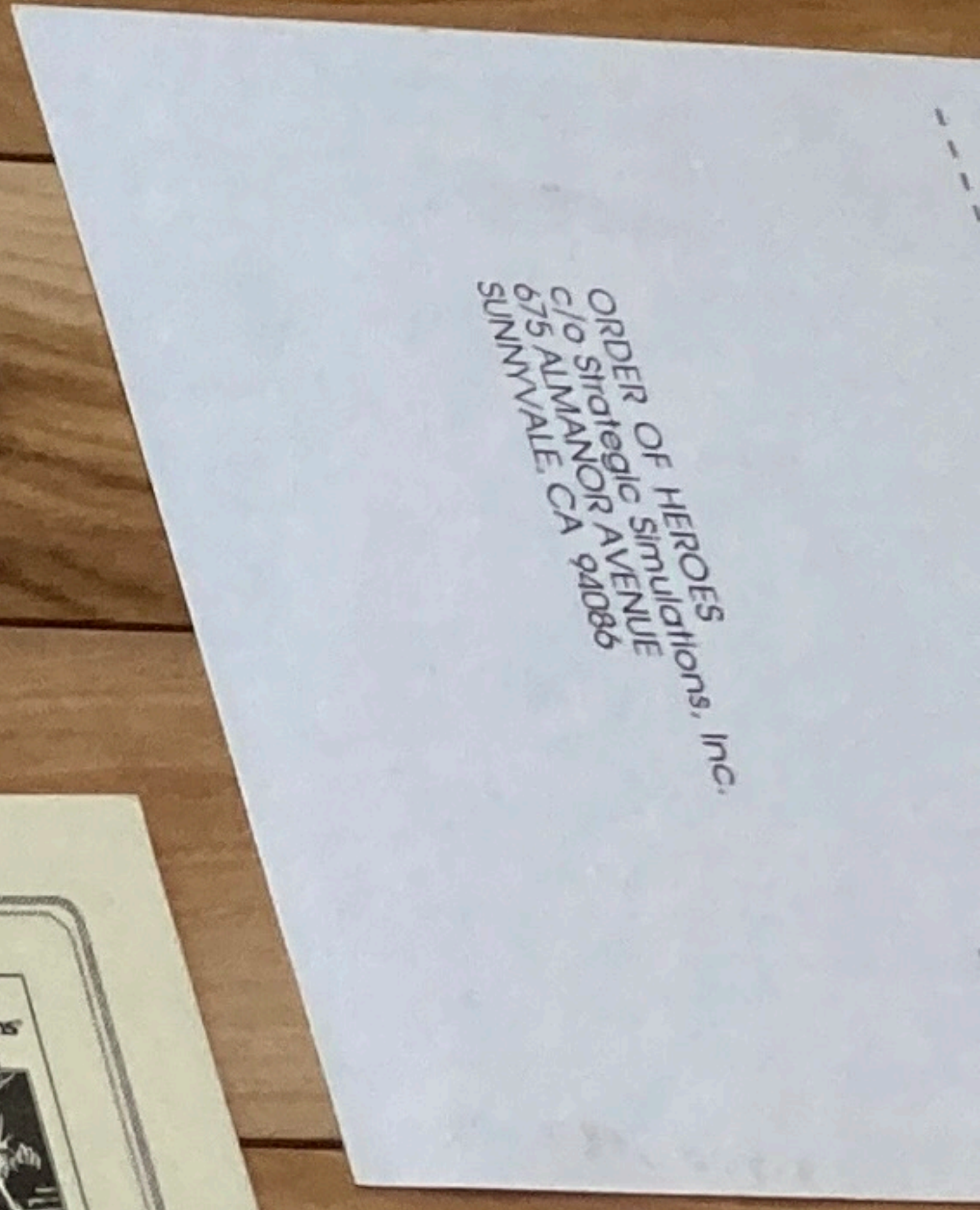
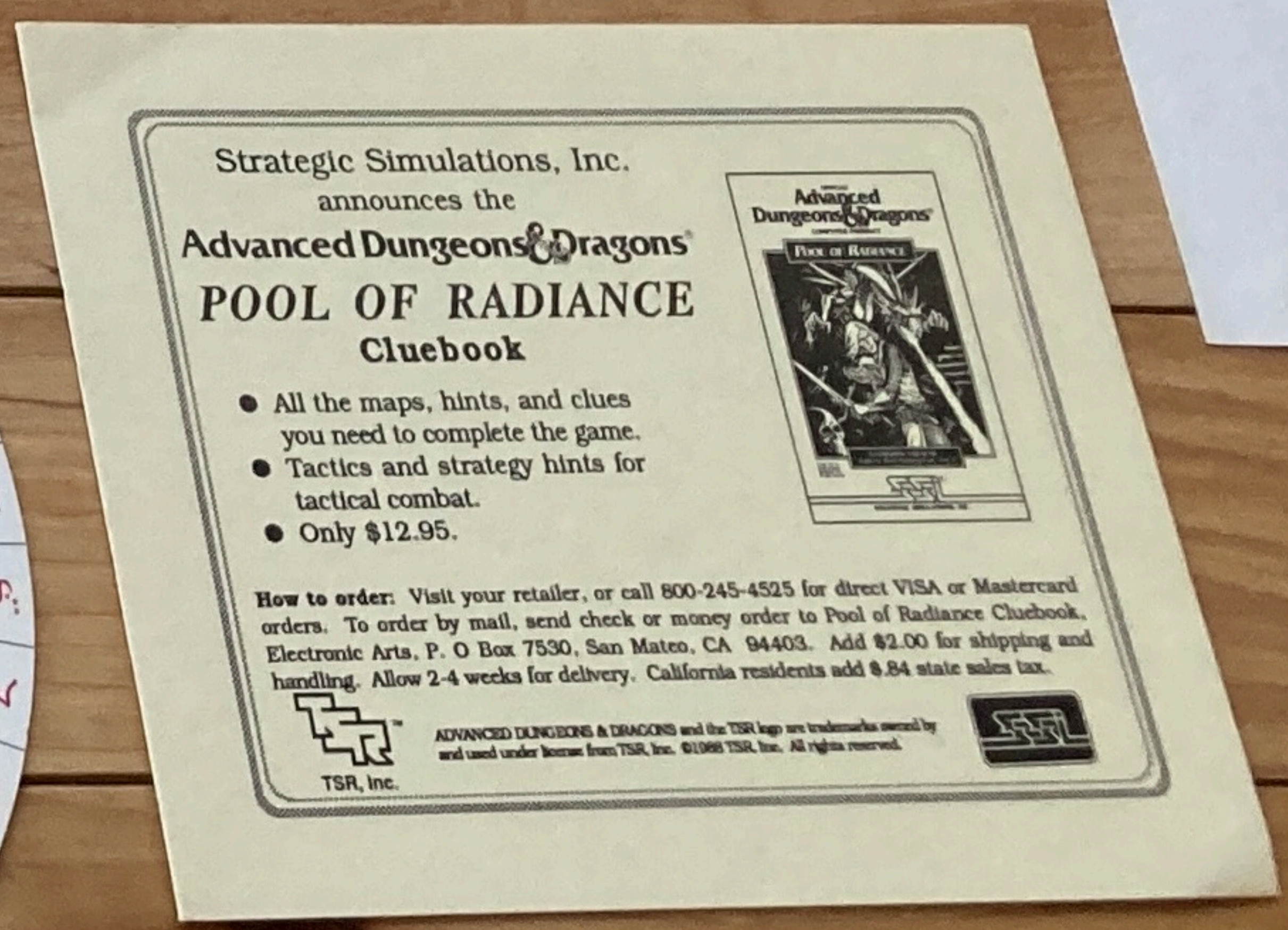
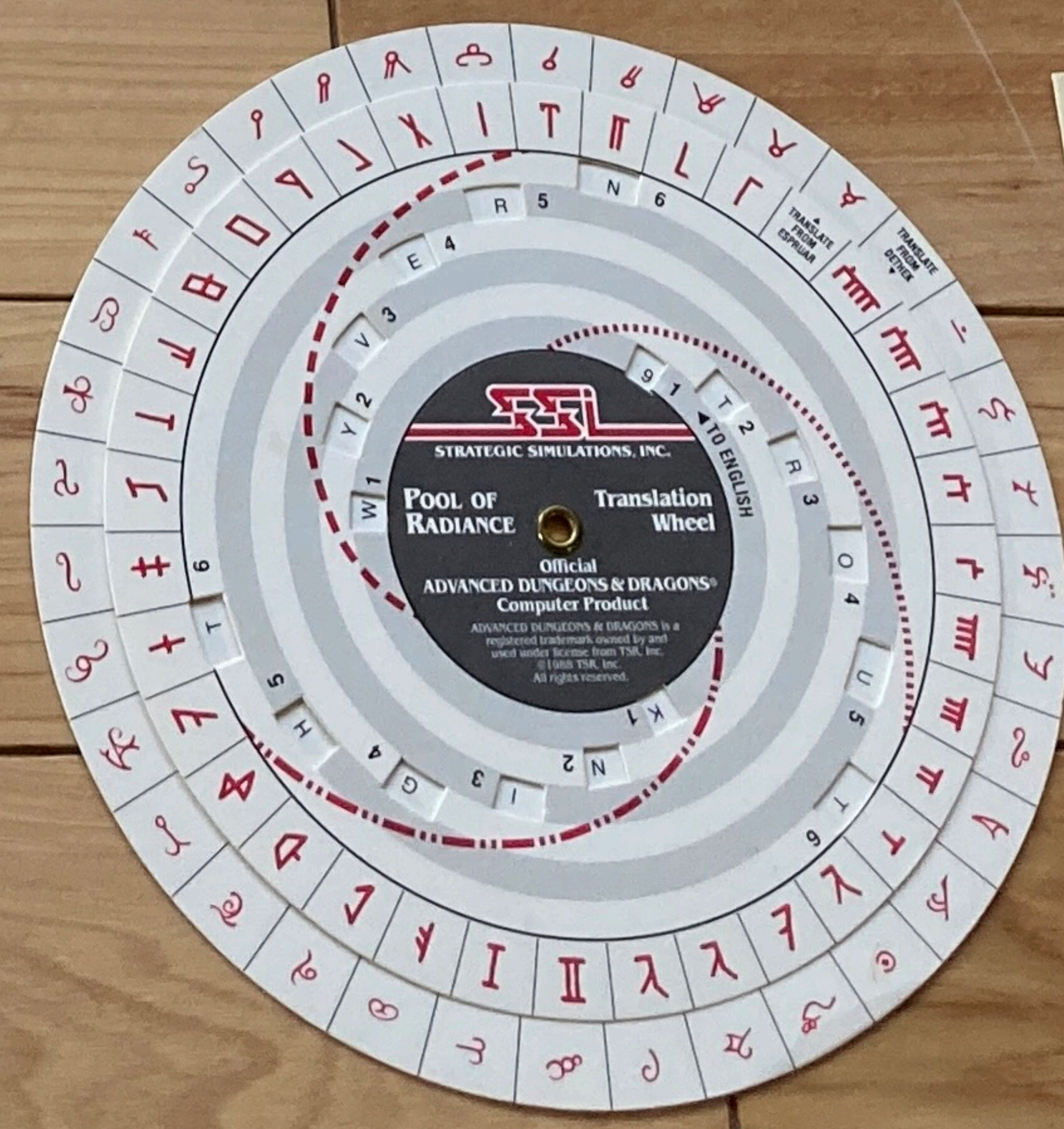
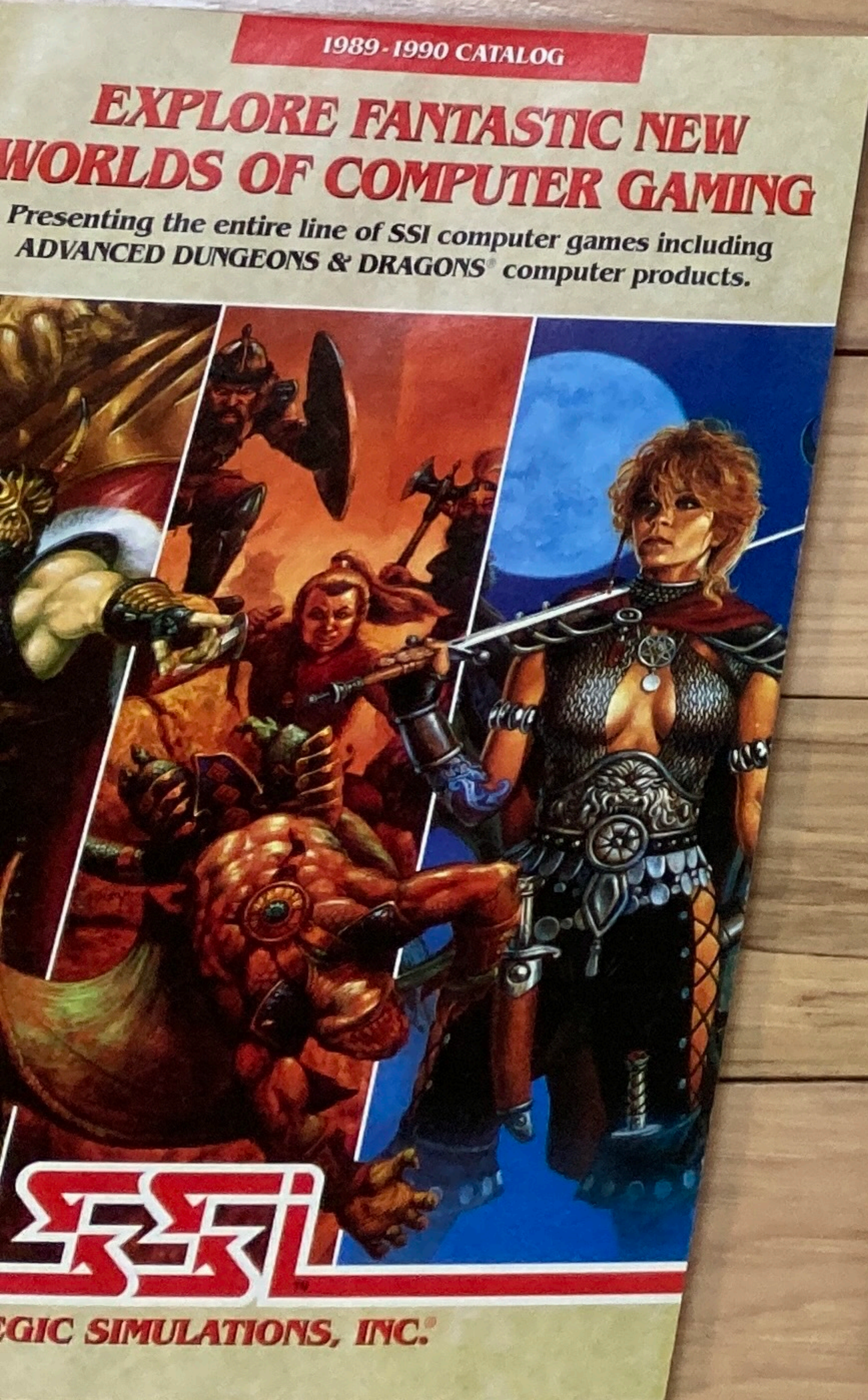
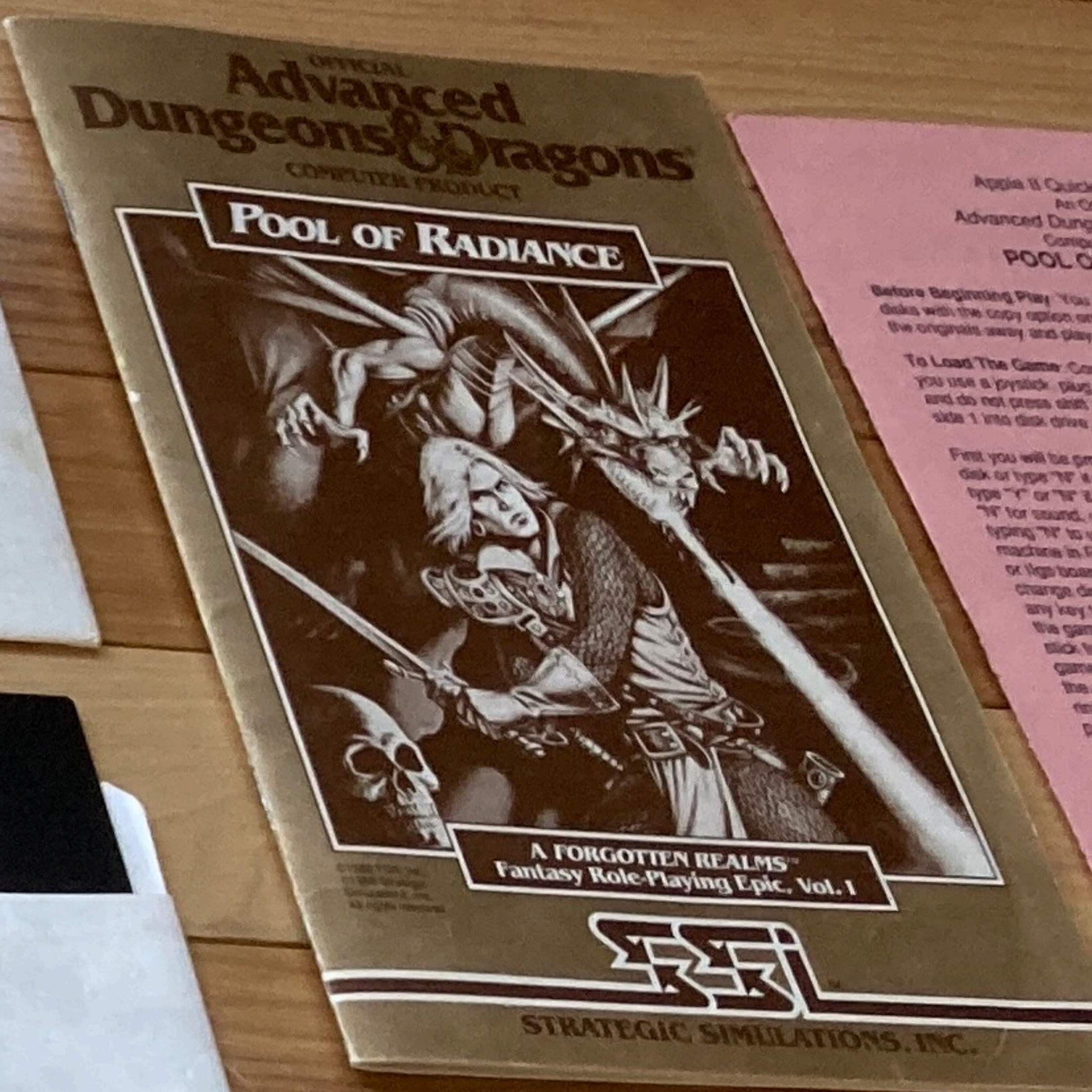
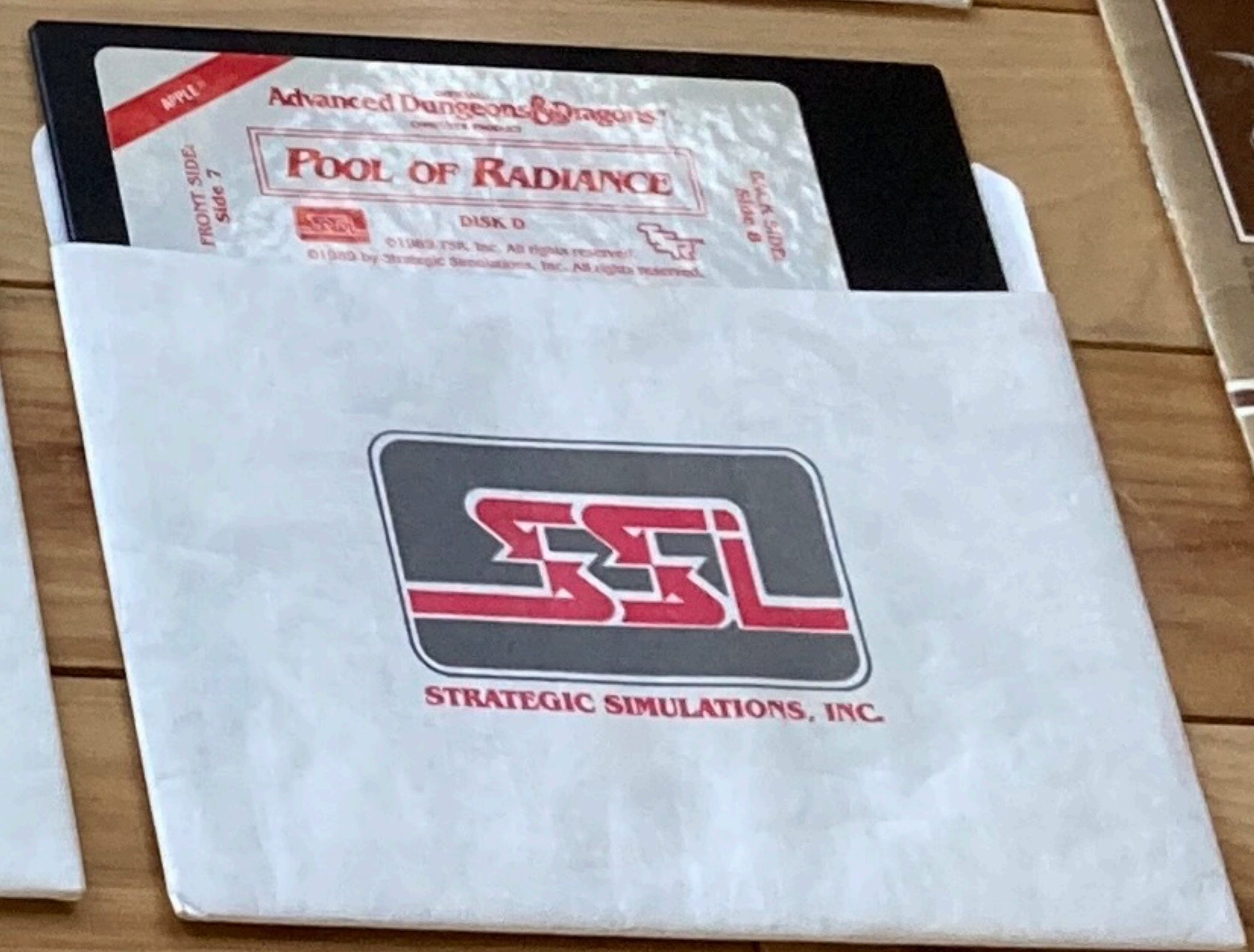
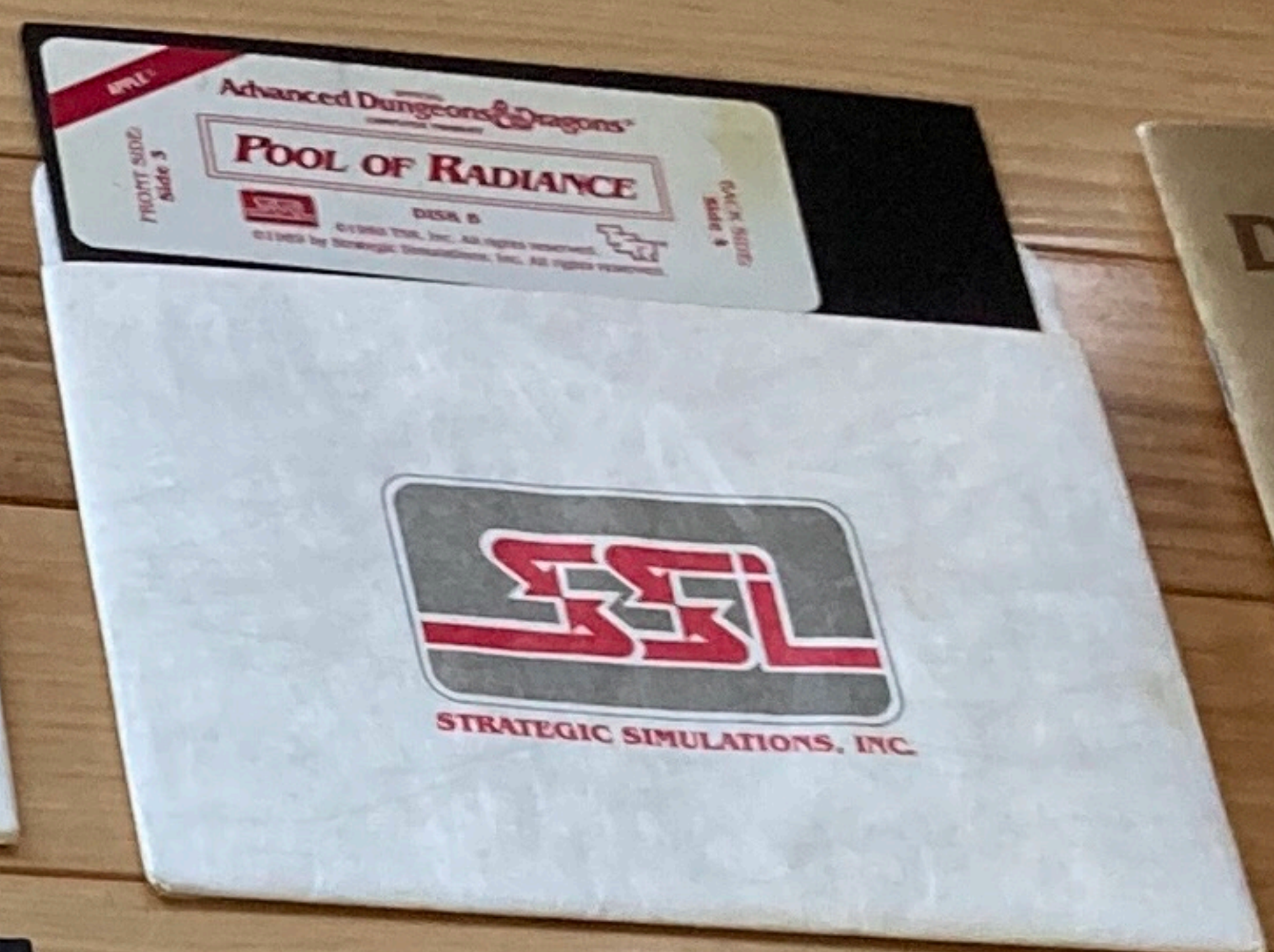
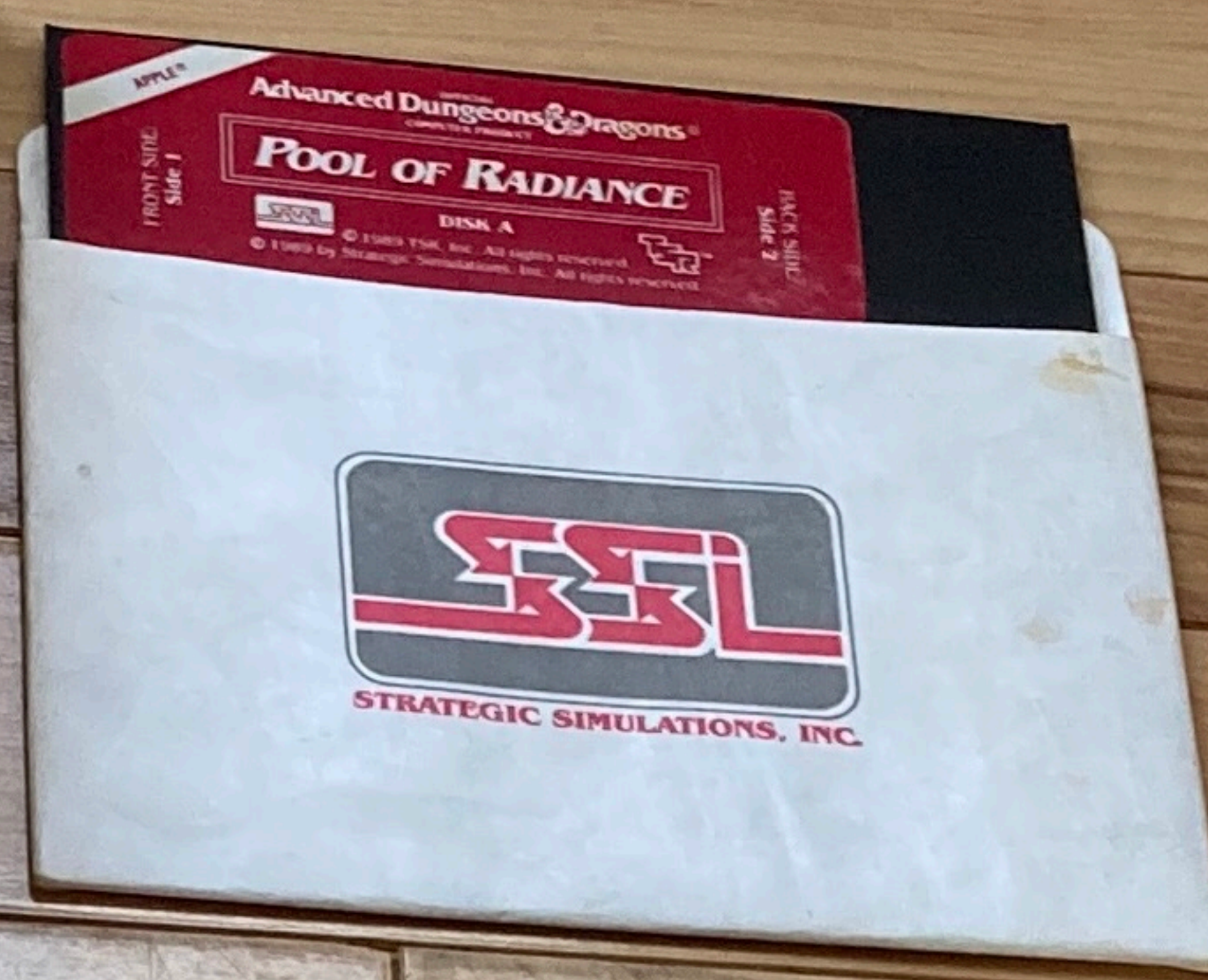
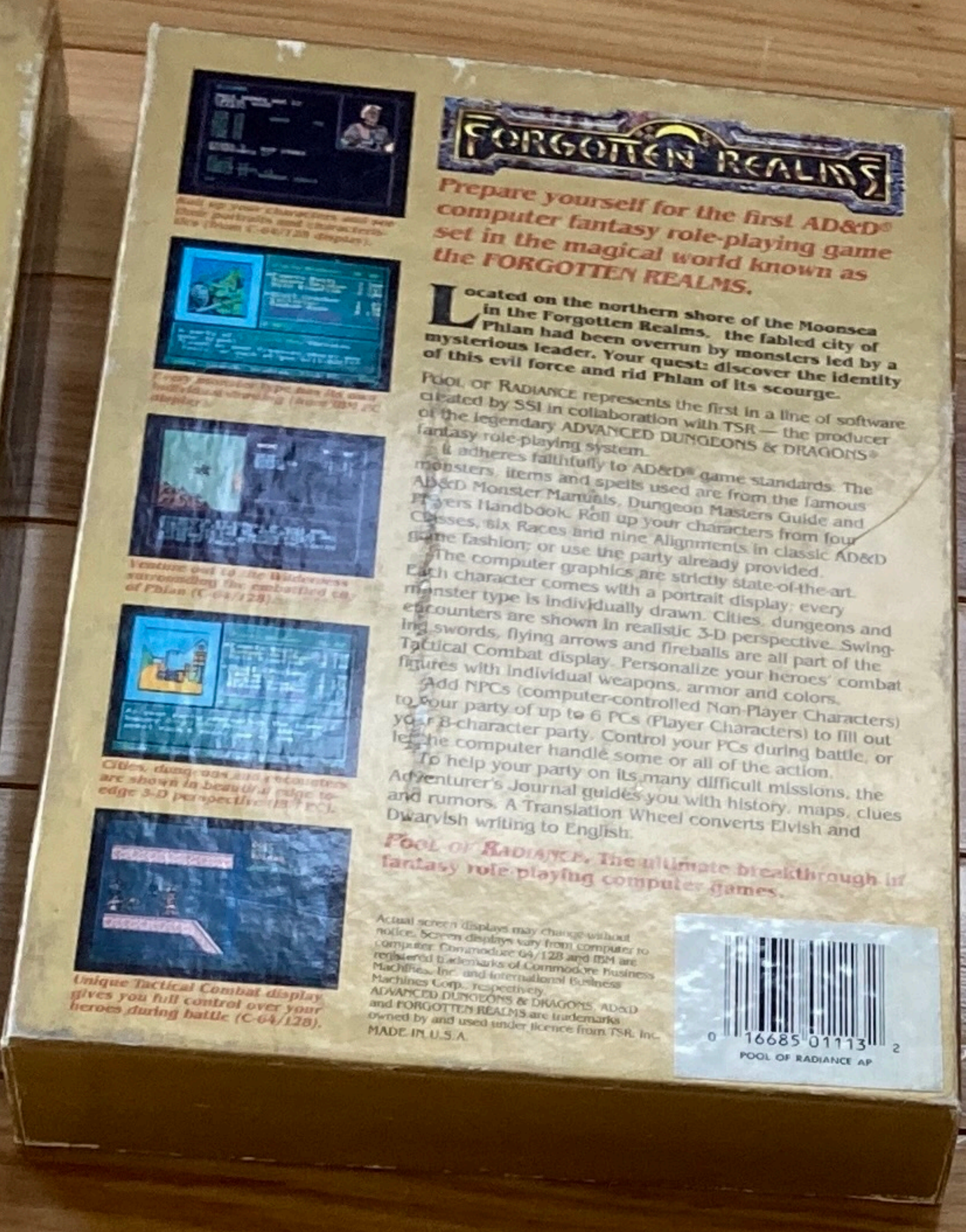


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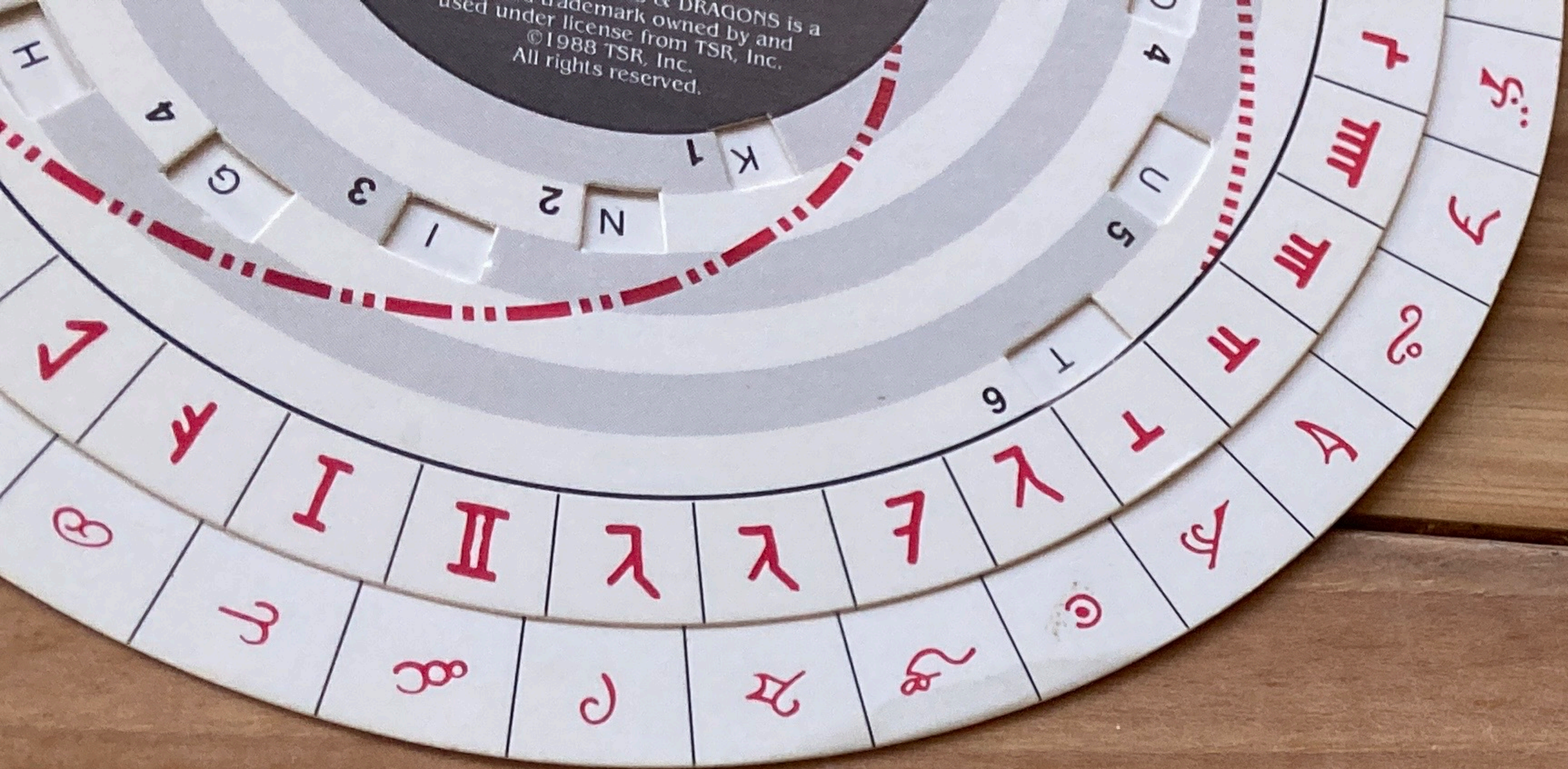
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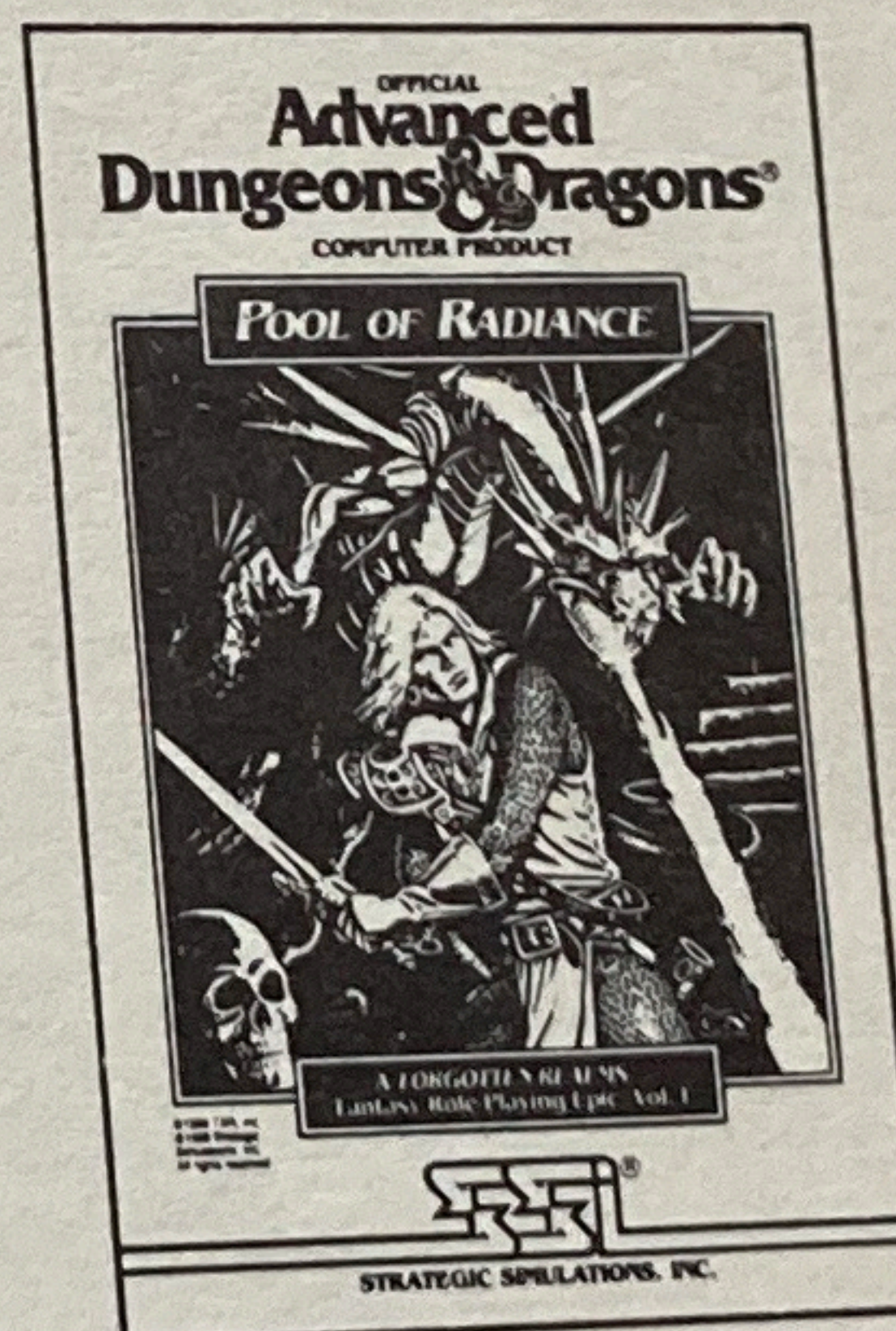




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2. What computer version was purchased? _____
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☐ CGA ☐ EGA ☐ Other _____
4. Which disk format was used? ☐ 3 1/2"
5. Please rate the following aspects of the game (9 = excellent, 1 = poor):
Playability 9 8 7 6 5 4
Realism 9 8 7 6 5 4
Excitement 9 8 7 6 5 4
6. Please comment on this game. Include what you would like to see in the future:

7. Where did you learn about this game?
1) ☐ friend 4) ☐ magazine
2) ☐ retail store 5) ☐ magazine
3) ☐ SSI catalog 6) ☐ other
If magazine ad, which magazine?

POOL OF RADIANCE

Adventurers Journal

FREE NEW PHLAN!

The New Phlan City Council is leading the fight to free their captive city. Heroes are retaking the city block by block from the evil hordes.

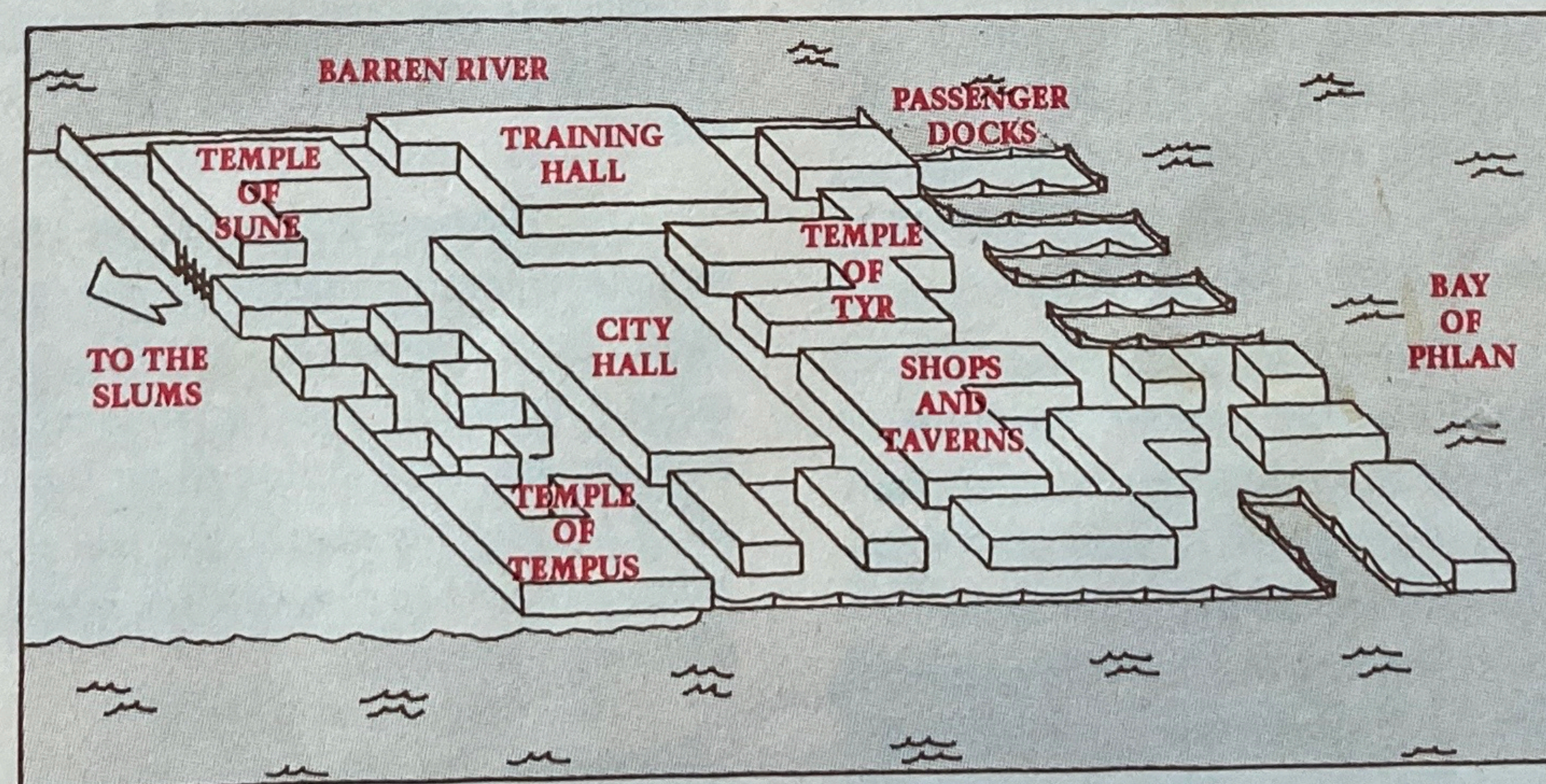
RICHES & FAME!

The council is looking for soldiers and rogues, mages and clerics, heroes of all kinds, to come to New Phlan. The wealth and land of an ancient city await those willing to reach out and take it.

GLORY!

Legends will be written about the heroic struggle to free New Phlan! Ships to New Phlan depart twice monthly. When you arrive, see the New Phlan City Council for the latest news and information.

MAKE YOUR FORTUNE IN NEW PHLAN!



The Civilized Area of New Phlan

He thought on this and then ordered me to find out who or what is in control in Valsingen Graveyard. Preliminary investigation shows that the graveyard is controlled by a being of great power, perhaps a vampire or a demon. I shall expend a few scouts and low level priests to find out more information."

Journal Entry 12:

Message scratched into the wall over the pool.

Beware the power of the pool.

Death to those unworthy of the gifts of the pool.

Power to those who will use the gifts of the pool wisely.

Bathe in the pool if you dare.

Journal Entry 13:

A flowery note written on stationary emblazoned with the symbol of the City Council of New Philan.

"With the artifact and agreement in this pouch we have made our final concessions to your demands. We have given you everything you have asked for. This should settle our differences and cement our alliance.

"Now that we have delivered our part of the bargain we will expect you to uphold your end. Use this protected pouch and our representatives to deliver your part of the bargain to the city council. Remember to include all of the magical items we agreed upon.

"With the buried riches in the reclaimed Philan, and the might of Zhentil Keep we will be able to control all of the northern shores of the Moonsea."

Signed

Porphyrys Cadorna
City Council
New Philan

Journal Entry 14:

Several pieces of paper with highly organized writing.

Fact: Porphyrys Cadorna is the last known surviving member of the Cadorna Clan.

Strong Rumor: rising star in city politics and on the City Council.

Rumor: very charming, has many admirers, but no known mate.

Rumor: vindictive, likes to get his own way and remembers when he is (in his mind) double crossed.

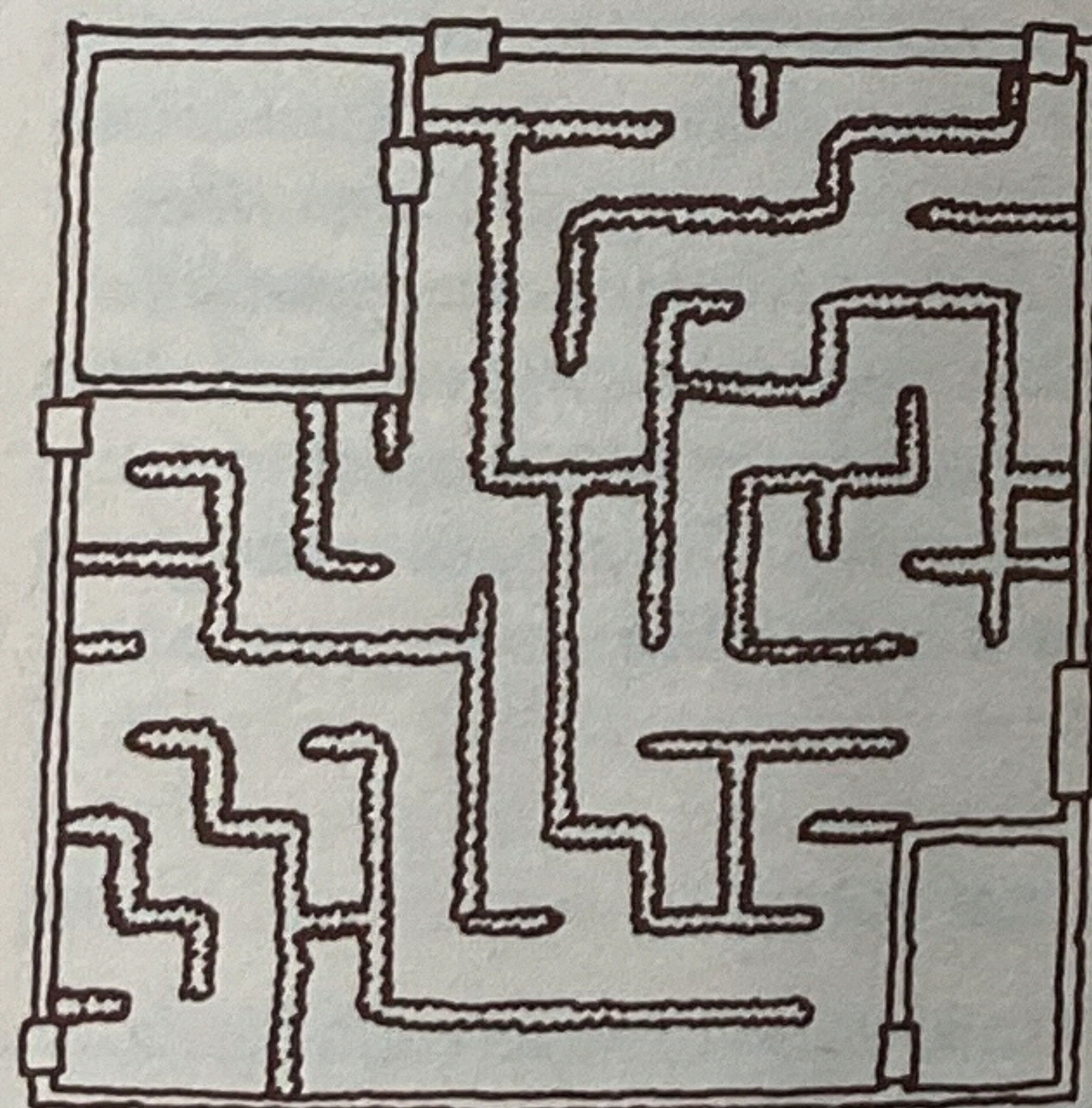
Fact: has contacted thieves to have them gain him information on the Pool of Radiance.

Fact: has hired a number of mercenaries through the thieves (we received our normal cut).

Vague Rumor: is using mercenaries to find Pool of Radiance.

Journal Entry 15:

A clean map drawn with exact lines.



Journal Entry 16:

Told in a proud, haughty voice.

"I am a princess of a tribe of nomads to the northwest. My father is an old fool. He wanted me to marry King Al Rasid, to cement an alliance. I had more impor-

tant things to do, than be tied down to an aging monarch. When I marry, it shall be to someone who has the same taste of adventure and the same skill with a sword.

"Well, Father was insistent and his subjects supported him, so I left to seek my fortune. Kobolds had been raiding our tents upon occasion, so I headed this way. If I could end the threat, then I'd have more leverage with my tribe. However, two nights ago, I was ambushed by these worms -- knocked out and bound up. I finally got myself untied a little while ago and was working my way out of these caves, when you showed up."

Journal Entry 17:

A quick note on an often used piece of paper.

"I must find some handy allies in case this monster from Philan sends his troops to attack my island. I need a small, intelligent party who can move through the civilized areas without notice, but who have the skill to traverse the uncivilized areas and the wilderness. I must watch the next groups to come to the lake and see if any would make proper allies."

Journal Entry 18:

A ratty piece of parchment with large writing on one side.

"Hold the Sokal Keep on Thorn Island at all costs. If attacked, sacrifice your troops as necessary to hold out until relieved.

"In your deployment set two squads of hobgoblins to patrol Thorn Island at all times. At least 2 squads of archers are to be deployed on the walls at all times. Let the pack of wardogs loose to cover the island several times a day at random intervals. Set pairs of kobolds as observers

in hidden locations around the island.

If Thorn Island is invaded immediately dispatch a message back to the castle. We will send over however many reinforcements are necessary to hold the island."

Journal Entry 19:

A black bound tome written in a strange halting hand.

"...and settled foremost in the hall of Minor Courtiers were the lesser powers: Maram of the Great Spear; Haask, Voice of Hargut; Tyranthraxus the Flamed One; Borem of the Lake of Boiling Mud; and Camnod the Unseen. These too fell down and became servants of the great lord Bane."

Journal Entry 20:

Told in a pained voice.

"We just got the cut through to the beastie's lair when I injured my leg. King decided there wasn't much use fer me anymore. Made me a proposition though. Said if I went into the lair and brought out the treasure, he'd feed me till I stopped breathin'. Best deal I had, so they tossed me down here. Not bein' a fool, I lit out for the deepest hidey-hole.

Thankfully the beastie was asleep. I can still move real quiet when I must.

"Anyway, if there hasn't been much of an alarm, then drunken Ferd must be on watch at the rock. He's the king's son, so he ain't here with me -- worthless sot. If he's there, he's got less brains than a fermented rat, just act officious and he'll take ya ta the king. Wouldn't mind hearin' of that tyrant's demise. Ya seem just the types ta do it too."

mation on the location, disposition, and intentions of the insect men. Apply to the council clerk for a commission.

Proclamation CXC

Be it known that the council is interested in obtaining information about the disposition of various hobgoblins believed to be gathering in support of forces bent upon the destruction of our fair city. A generous reward is offered to any who shall scout out the doings of these foul creatures and report such to the council. A larger reward is offered if the marshalling of said hobgoblins can be prevented. A commission may be obtained from the council clerk.

X Proclamation CCI

Be it known that the council is interested in clearing obstacles to establishing a trade route to the east. Said obstacles currently include an infestation of lizard men in the swamps to the east. A reward is offered to any who can locate the source of the infestation and remove the lizard men as an obstacle to trade. A commission may be obtained from the council clerk.

X Proclamation CCIV

Be it known that the council is interested in obtaining information about the disposition of various kobolds currently believed to be gathering in support of forces aimed on the destruction of our fair city. A generous reward is offered to any who shall scout out the doings of these foul creatures and report such to the council. A larger reward is offered if the marshalling of said kobolds can be prevented. A commission may be obtained from the council clerk.

Proclamation CCXIV

Be it known that the council is interested in obtaining information about the disposition of a large nomad band currently believed scouting the approaches to our fair city. A generous reward is offered to any who can prevent said nomads from joining with the force now gathering to attack New Phlan. A commission may be obtained from the council clerk.

Jo

These entries include item journal as they travel. number. When the game place a checkmark in the up in the game. Do not false and may lead your

Journal Entry 1:

A loud voice coming from mouth cast on a stone tablet
'I am Yarash the Sorcerer
'Be known that for every insect you return to Sorcerer will pay a generous bounty, weapon empowered by magic for giant insects such as the mantis, and anhkheg. The bound by magic but dead in use to me.

'Bring any...

The Proclamations of The City Council of New Phlan

These messages are posted on the wall of the City Hall. They represent messages that the City Council wants to relate to the citizens and adventurers in New Phlan. When you go to City Hall the game will refer to the posted proclamations by number. Each proclamation begins with:

From the City Council of New Phlan to all brave and hearty adventurers:

ⓧ Proclamation LIX

Be it known that the council is interested in reclaiming the remaining blocks of the city of New Phlan. To reclaim said blocks they must be first cleared of monsters, vermin, and other uncivilized inhabitants. To this end the council is offering a reward to any person or group who is responsible for clearing any block of the old city.

ⓧ Proclamation LXIV

Be it known that the council is interested in acquiring information as to the disposition of various formerly-living entities rumored to be harassing honest citizens in the vicinity of Valhigen Graveyard. A reward is offered to any person who shall travel to said graveyard and return an eye-witness account.

ⓧ Proclamation LXXVIII

Be it known that the council is offering a reward to any person or persons who can provide information as to the disposition of several council agents who have been sent to investigate the unseemly happenings in the vicinity of Valhigen Graveyard.

ⓧ Proclamation CI

Be it known that the council, knowing that commerce is the life's blood of New Phlan, has decreed that Sokal Keep is to be cleared of all unlawful inhabitants. A reward is offered to the person or persons who successfully carry out this commission. All interested in applying for said commission shall present themselves to the clerk of the council.

ⓧ Proclamation CIX

Be it known that the council is offering an inducement to any individual who shall serve in the rescue force for the mercenary band of Taimalg-the-Invincible which has disappeared inside Valhigen Graveyard.

ⓧ Proclamation CX

Be it known that the council is seeking a stalwart band to undertake a mission of particular sensitivity. Any brave and clever band of adventure seekers who are not adverse to earning a large reward should present themselves to the council clerk for a special commission.

ⓧ Proclamation CXIV

Be it known that the council is offering a special reward for the safe return of the heir to the House of Bivant. Said minor was carried off during a buccaneer attack on the merchant ship in which he was sailing. Apply to the council clerk for the council's commission and additional information as to the abduction.

Proclamation CXX

Be it known that the council has decreed that the threat of the pirates who plague eastern shipping to New Phlan will be eliminated. The council offers a generous reward for the exact location of the pirates stronghold in the Twilight Marsh. An even greater reward is offered for the elimination of the pirates as a threat to shipping. Apply to the council clerk for a commission.

ⓧ Proclamation CXXVI

Be it known that the council is offering a reward for all books and tomes containing information about the fall of Phlan. The amount of said reward to be dependent upon the value of the information provided.

ⓧ Proclamation CXXIX

Be it known that the council has decreed that the foul poisoning of the river formerly known as Stojanow is to be brought to an end. Accordingly, a reward is offered to any group which shall travel up the river currently known as Barren, locate the source of its poisoning, and eliminate said source. A commission may be obtained from the council clerk.

ⓧ Proclamation CXXXIV

Be it known that the council has declared those individuals who have taken up residence in the mansion of the former Koval Family to be traitors and thieves. Be it further known that a reward has been offered for the elimination of these outlaws. A commission to rid the city of this blight may be obtained from the council clerk.

ⓧ Proclamation CLIV

Be it known that the council has proclaimed a generous bounty for each undead killed. Be it also known that in addition to said bounty, the council is willing to provide a special enchanted item, useful in the destruction of undead, to any group of adventurers which accepts the commission to cleanse Valhigen Graveyard. Apply to the city clerk for said commission.

Proclamation CLVI

Be it known that the council is seeking a hearty band to undertake a mission to rescue the Duchess of Melvaunt. The duchess is supposedly being held by a band of ogres in a camp to the northeast of Phlan. A generous reward is offered for the safe return of the duchess. Apply to the council clerk for commission and additional information concerning the abduction.

Proclamation CLXX

Be it known that the council is interested in obtaining information concerning bands of insect men known to plague the grassy planes to the north of New Phlan.

Journal Entry 38:

Several pieces of paper with highly organized writing.

Fact: Werner von Urslingen is a retired mercenary captain turned business man.

Strong Rumor: mostly interested in the military aspects of the reconquest of Phlan.

Rumor: fought in a mercenary unit hired by The Boss early in his career.

Rumor: hates Zhentarim because he fought in a unit against them several times.

Rumor: has strong contacts with other mercenaries and some ruffians in town; none of our informants confirm such contact.

Vague Rumor: Von Urslingen's unit was wiped out by enemy magic users; he was the only survivor; he retired and now secretly hates magic users.

Journal Entry 39:

A preserved parchment covered with giant script.

"I am writing to you to describe my further inquiries into the legend of the Pool of Radiance. It seems the pool has moved several times. Long ago, at least one wise wizard actually moved the pool into his abode for a period of time to study it. However, the pool seems to return to its original location after every

move. I am now watching the dry hole that is the pool's natural location. When it returns I will be ready. I truly believe that the Pool of Radiance is the key to the secret wisdom that I seek."

Yours in wisdom
Sorrassar

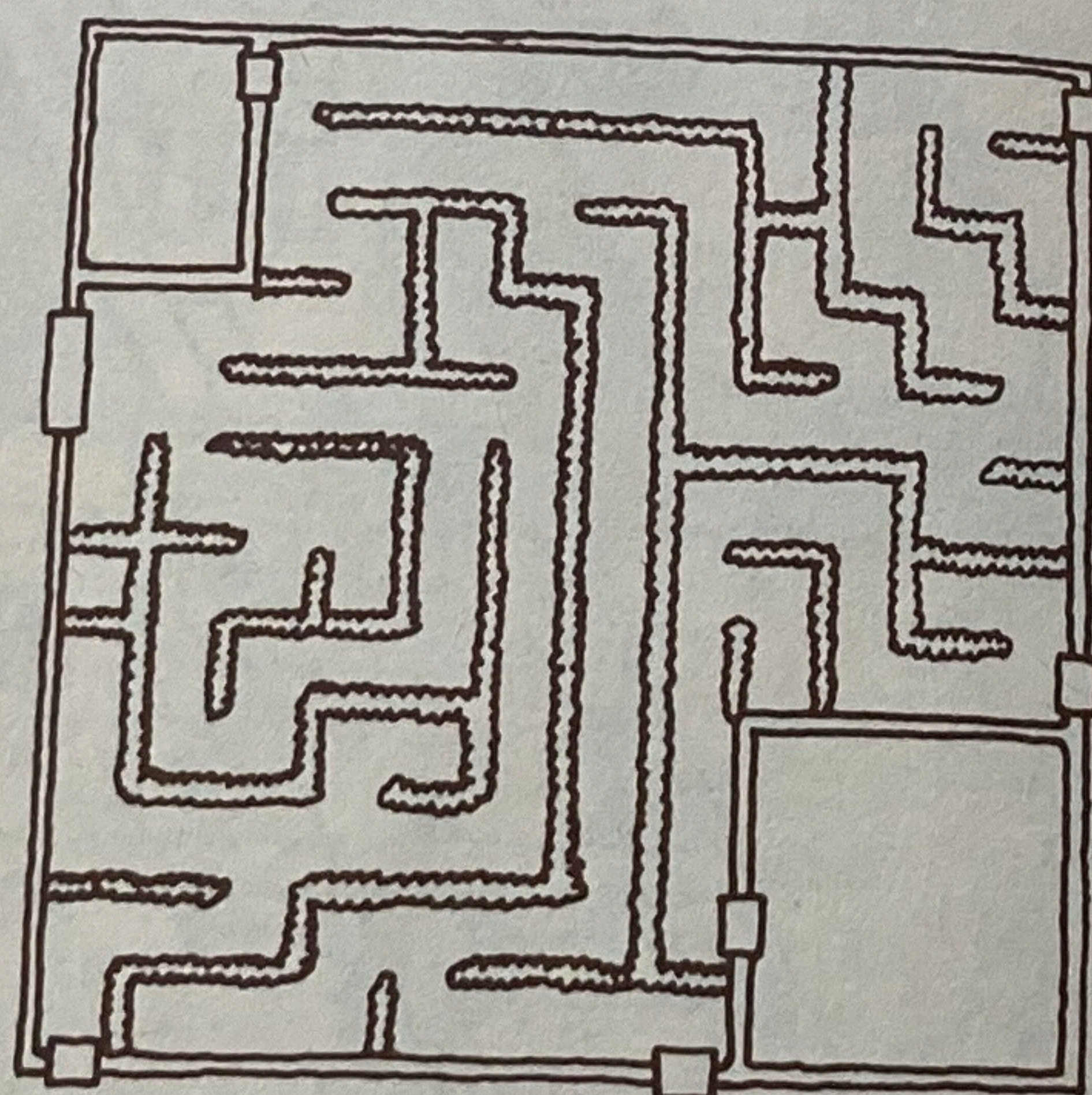
Journal Entry 40:

A quick note on an often used piece of paper.

"Both kobolds and hobgoblins exist in large numbers to the east. Experiments show neither makes good breeding material."

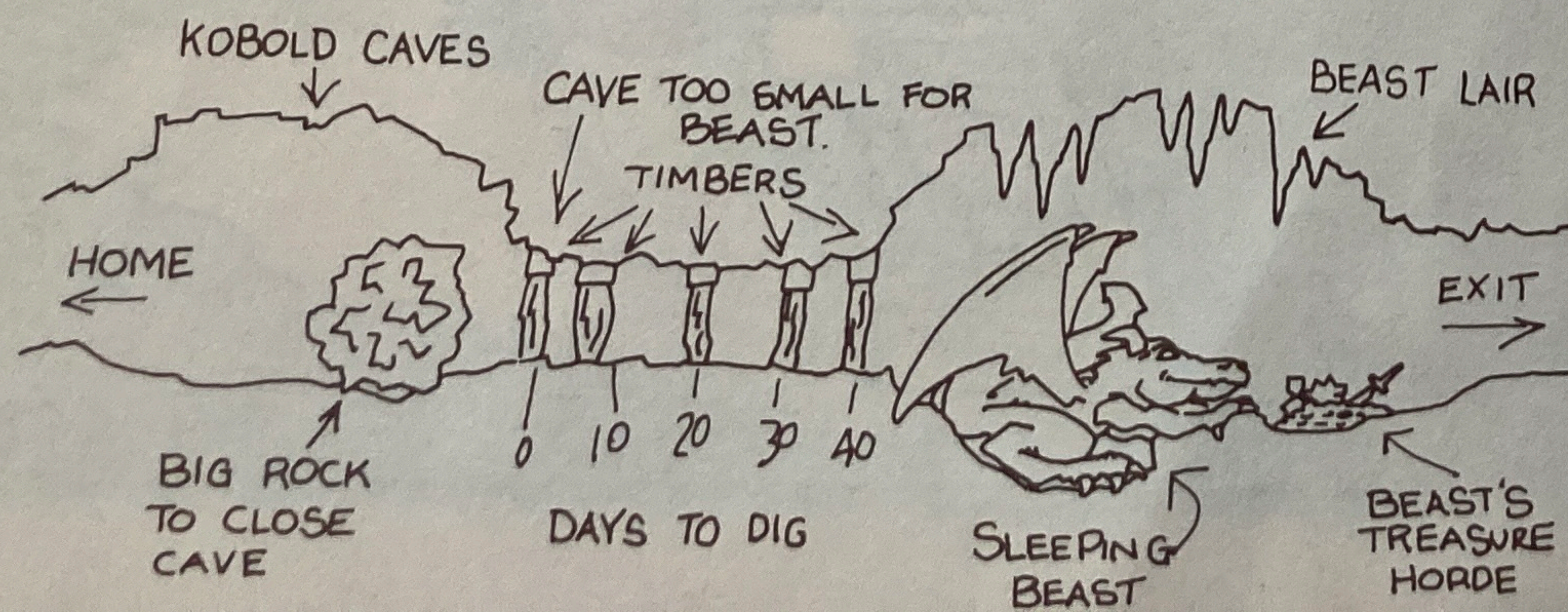
Journal Entry 41: NW Castle

A clean map drawn with exact lines.



Journal Entry 42:

A sketch drawing.



Journal Entry 43:

A loosely wrapped scroll.
"Aramalg-the-Good, paladin and brother of Taimalg-the-Invincible, and Sarasim of Teshwave, the high priestess of Sune, attacked the denizens of the Valhingen Graveyard with a holy vengeance. They came in search of Taimalg and his mercenary band, who assaulted the graveyard and did not return."

"Sarasim used her holy power to dissipate and turn the undead that confronted them. Aramalg wielded his vorpal sword and slew the few that fought her power."

"Together, Aramalg and Sarasim penetrated the graveyard to an evil marble crypt. They found and splintered an empty coffin, blessing the remains and sprinkling it with holy water. Then they confronted the owner of the coffin, a creature of great evil and the leader of the undead in Valhingen, an ancient vampire. The three began a furious melee."

"The vampire was swayed by Aramalg and Sarasim's power, but would not be turned. The vampire shouted, 'I have defeated Taimalg and his warriors, I will defeat the brother of Taimalg as well!'"

"The vampire summoned an army of rats and tried to charm Sarasim to his side, but to no avail. Sarasim resisted his charm and Aramalg charged through the massed vermin. The vampire fell before the mighty blows of Aramalg's holy sword and Sarasim's enchanted mace."

"Defeated, the ancient vampire dissolved into gas and fled to his coffin. Finding the coffin destroyed he returned to solid form and screamed. Seizing the moment Aramalg grabbed the vampire and held him with all of his strength. Sarasim ran up and drove an oaken stake through the vampire's heart."

"Aramalg and Sarasim performed the proper rituals to banish the vampire forever. Then, wounded, Aramalg and Sarasim left Valhingen Graveyard. It was beyond their power to completely cleanse the evil place, but they had extracted proper vengeance for the death of Taimalg and his troops."

Journal Entry 44:

A cleanly written note on standard paper found on the body of a dead trader.

Aleram,

"Hello my good friend. I hope you and your brood are well. I am tired; tired of trekking through unspeakable swamps and over unclimbable mountains to take my meager wares to ungrateful customers."

"Only one event has saved this year's sales. I found a castle full of happy folk who were very good customers. They were starved for goods and news from the outside world. And well they should be, their castle was in the middle of a small forest, and the forest was in the middle of a swamp!"

"These people seemed to know nothing of recent events. They still spoke of Phlan as if it were in its full flower. And they paid in old Phlanian Gold Sovereigns, double the weight of the newer gold coins!"

"Though they were out of date, they were very friendly and prosperous. I saw more than one gem glitter in the sun, and several swords showed a flash that made me think they were magic. If you are willing to dodge the vermin of the swamp I would add this castle to your trading route. Speed to your horse, strength to your arm, and skill to your trading."

Your Friend,
Burach

RUINS OF ADVENTURE



This new role-playing game module from TSR is based on SSI's first official AD&D® computer software release, *Pool of Radiance*.

Once again, the FORGOTTEN REALMS™ Campaign Setting provides the backdrop for the thrilling adventure in the city of Phlan. Fifty years ago, the people of Phlan were driven out by evil hordes. A band of heroes (or are they ???) has arrived to help restore order.

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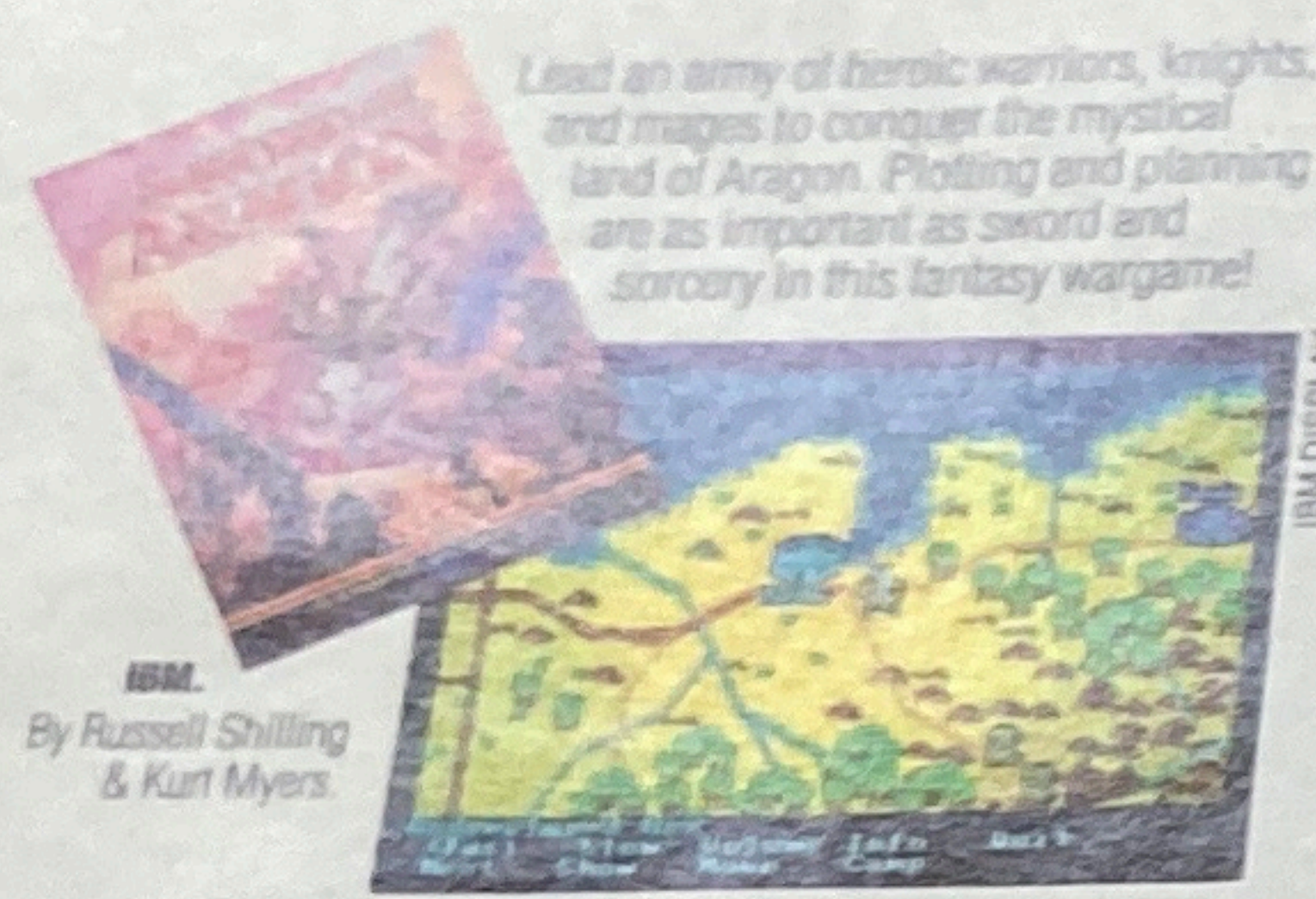
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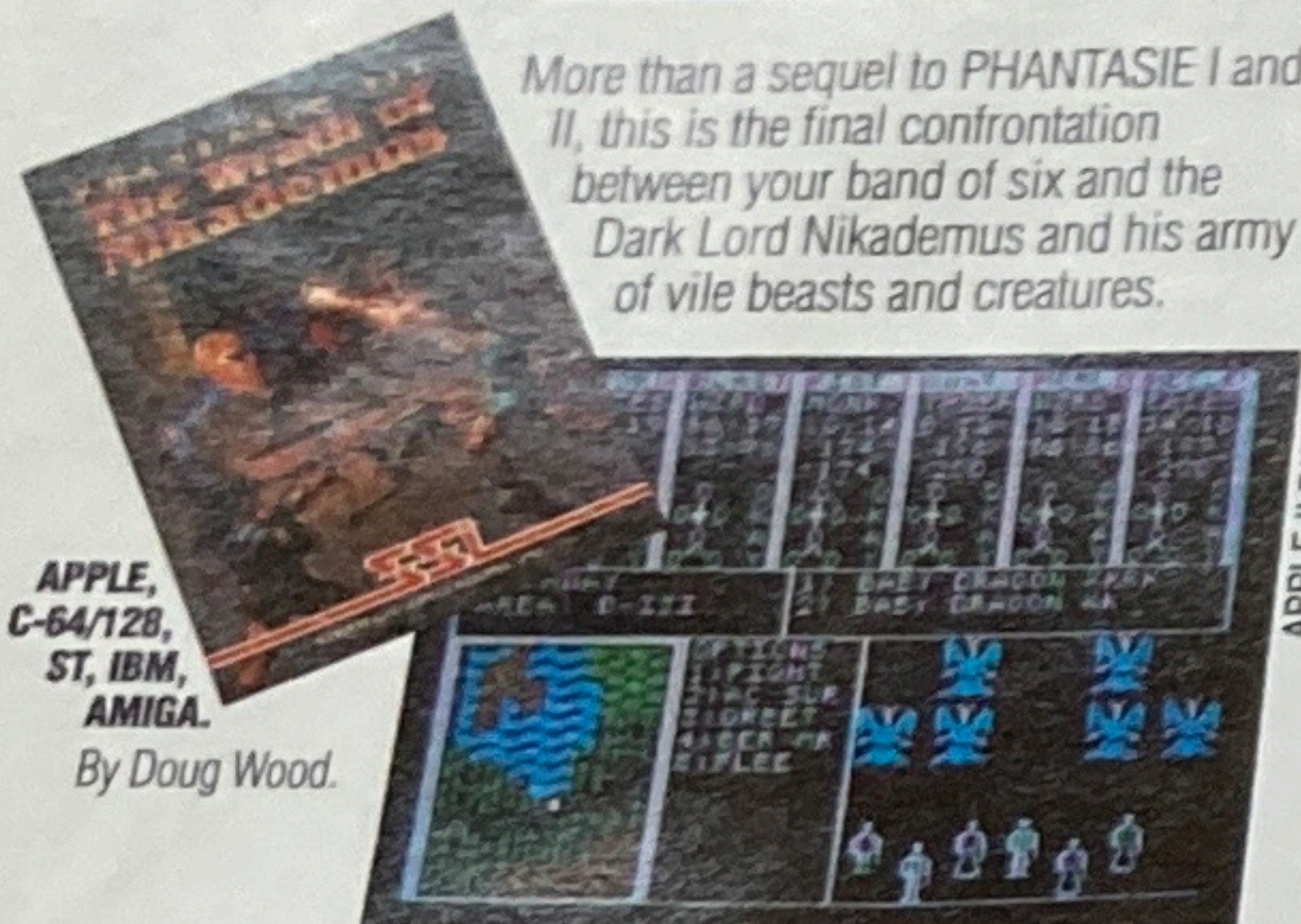
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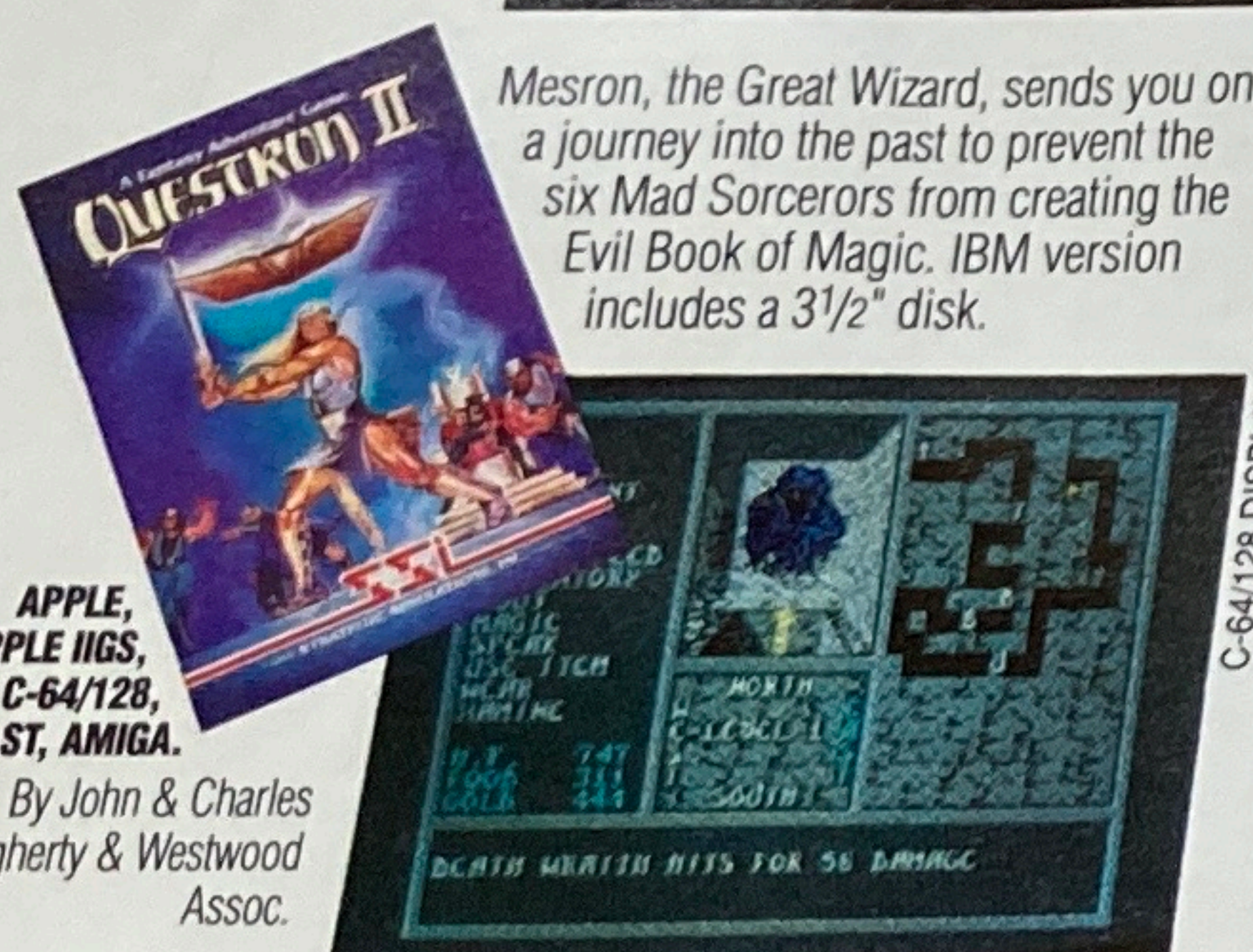


IBM.
By Russell Shilling
& Kurt Myers.

Lead an army of heroic warriors, knights, and mages to conquer the mystical land of Aragon. Plotting and planning are as important as sword and sorcery in this fantasy wargame!

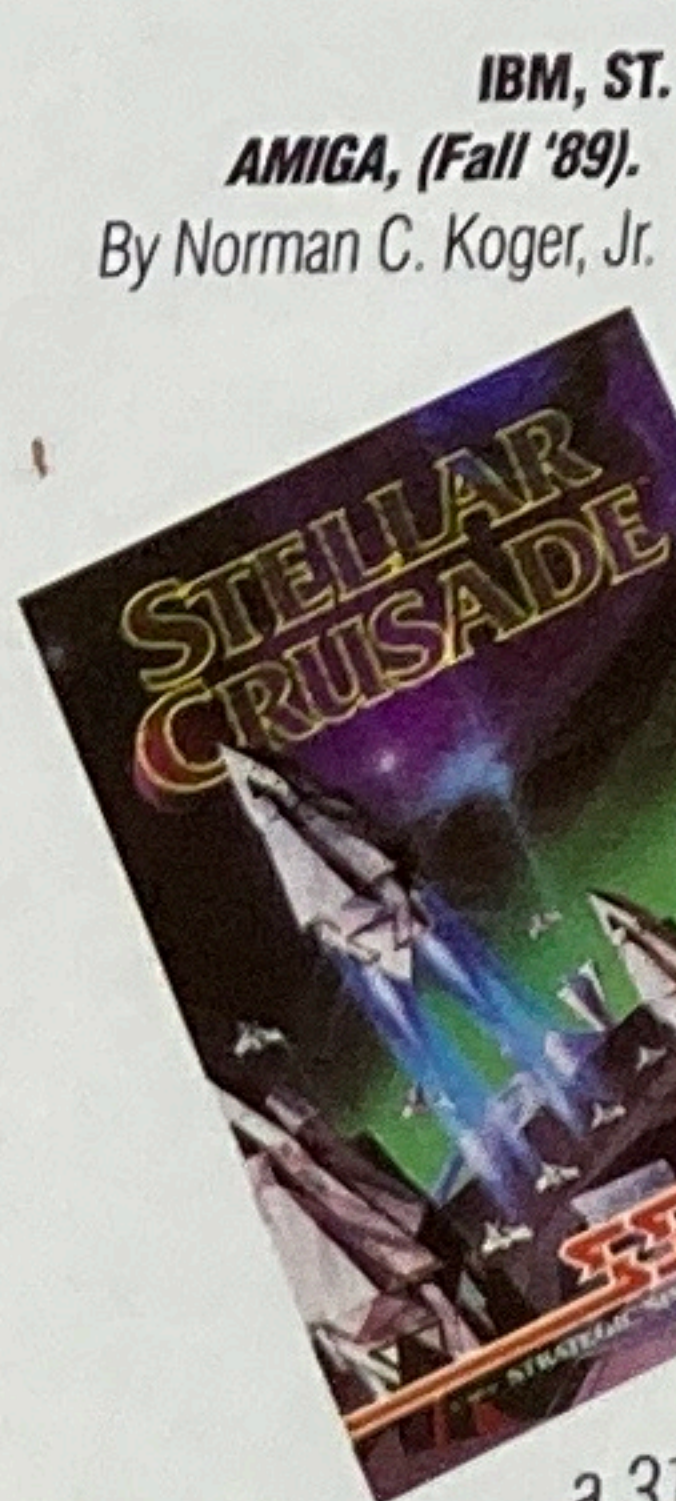
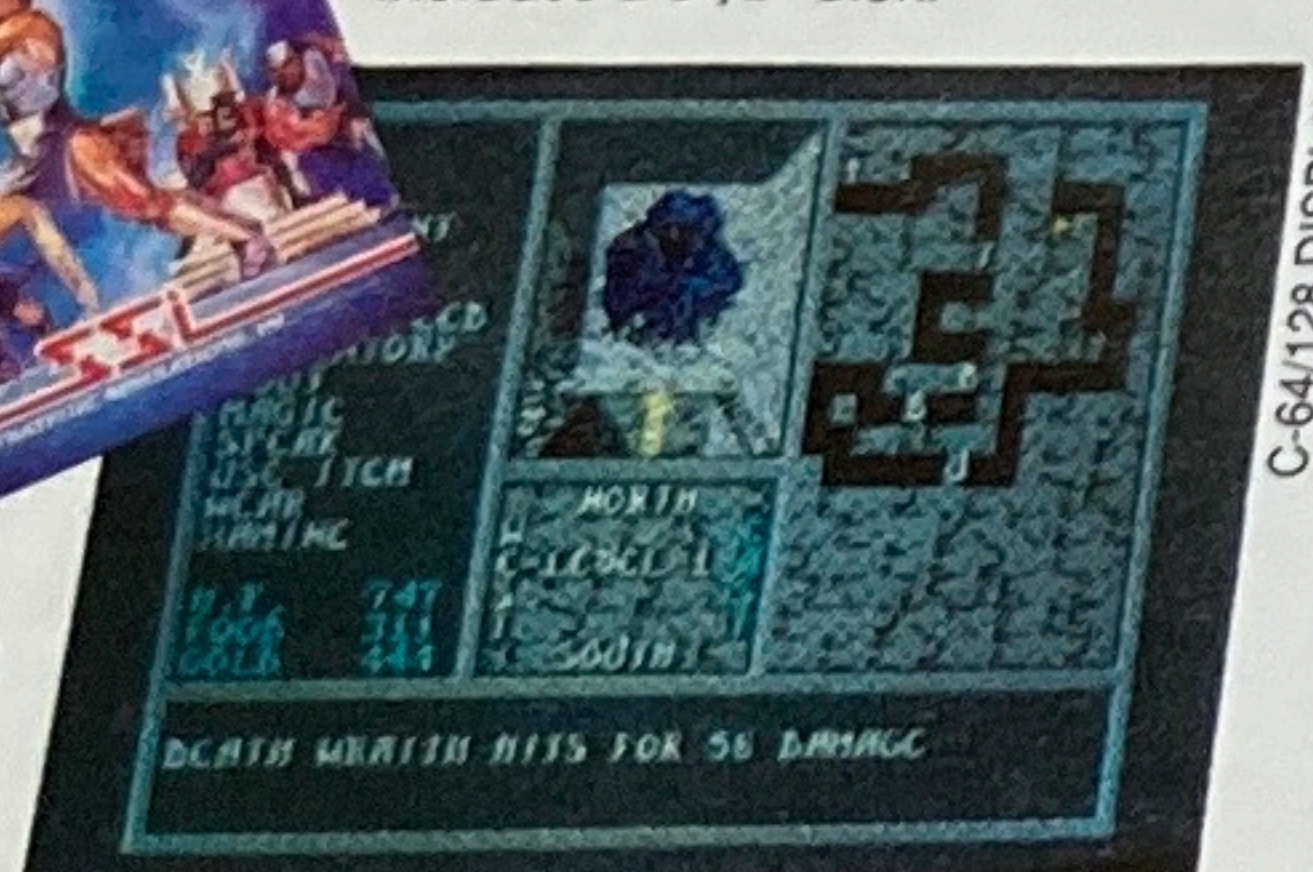


APPLE, C-64/128, ST, IBM, AMIGA.
By Doug Wood.

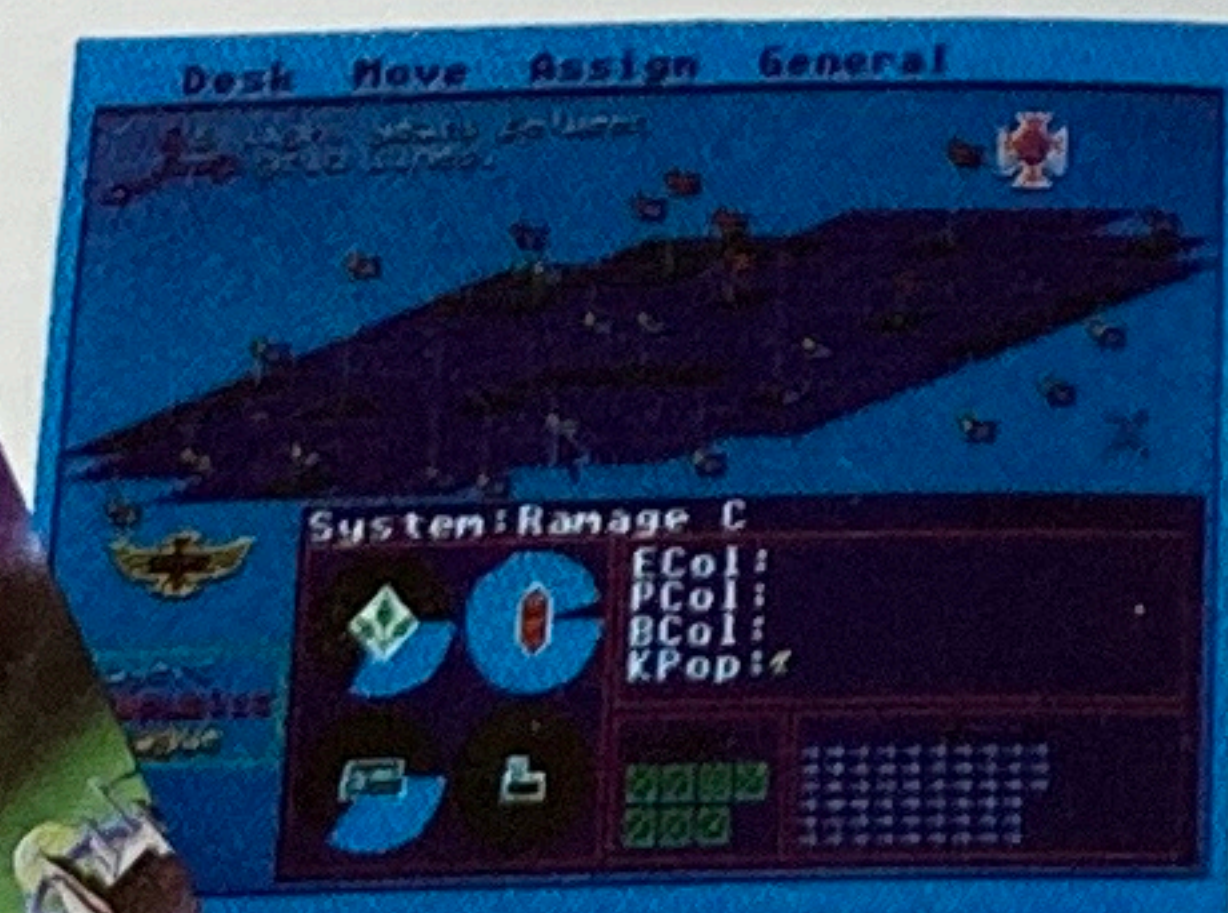


APPLE, APPLE IIGS, IBM, C-64/128, ST, AMIGA.
By John & Charles Dougherty & Westwood Assoc.

Mesron, the Great Wizard, sends you on a journey into the past to prevent the six Mad Sorcerers from creating the Evil Book of Magic. IBM version includes a 3 1/2" disk.

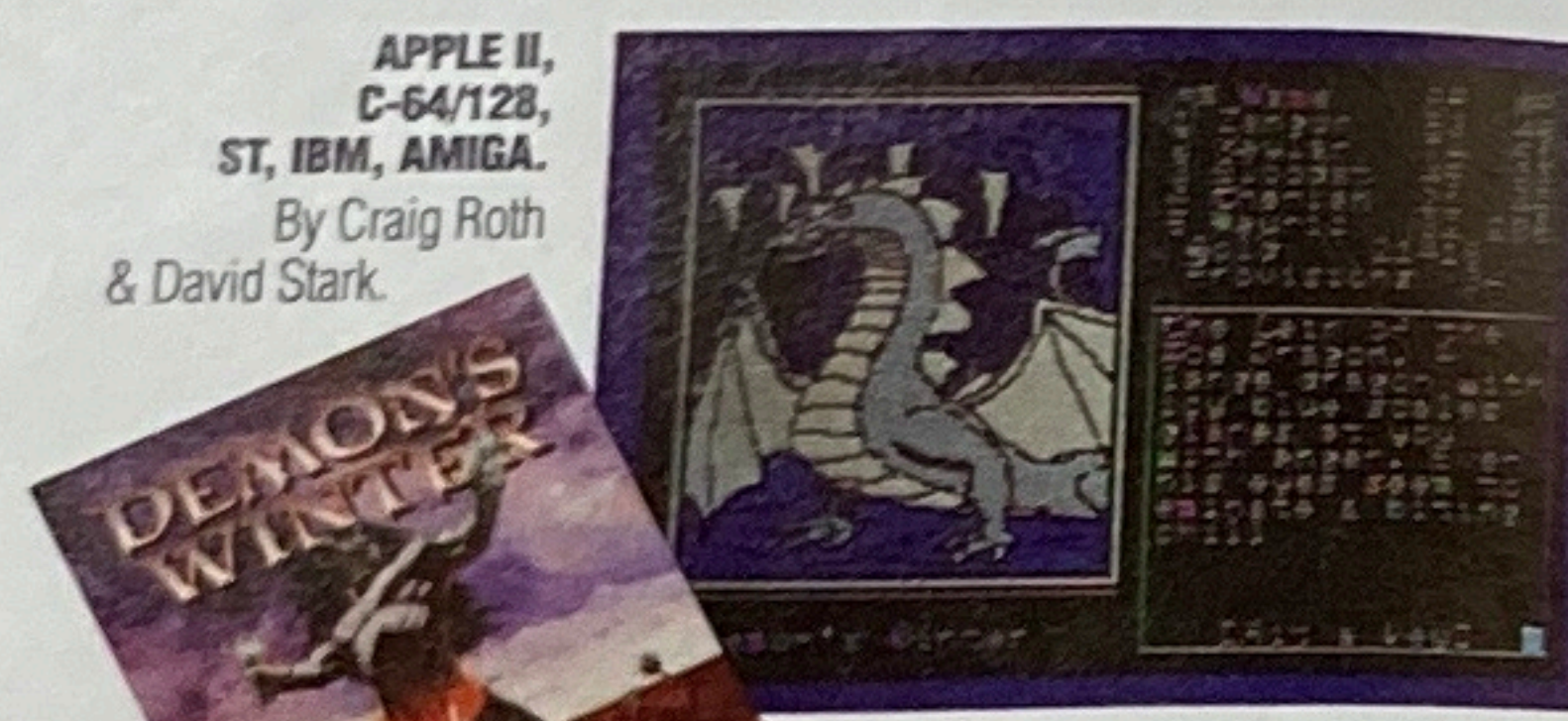


IBM, ST, AMIGA, (Fall '89).
By Norman C. Koger, Jr.

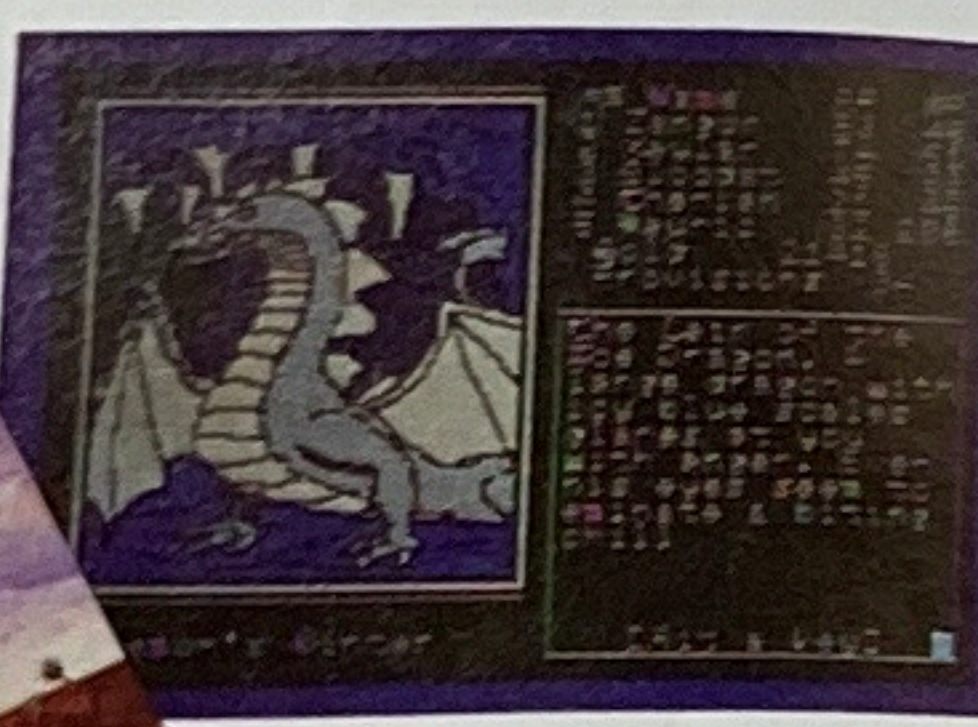


Control of a vital star cluster is at stake in this futuristic strategy game of exploration, economic power and military conquest. IBM version includes a 3 1/2" disk.

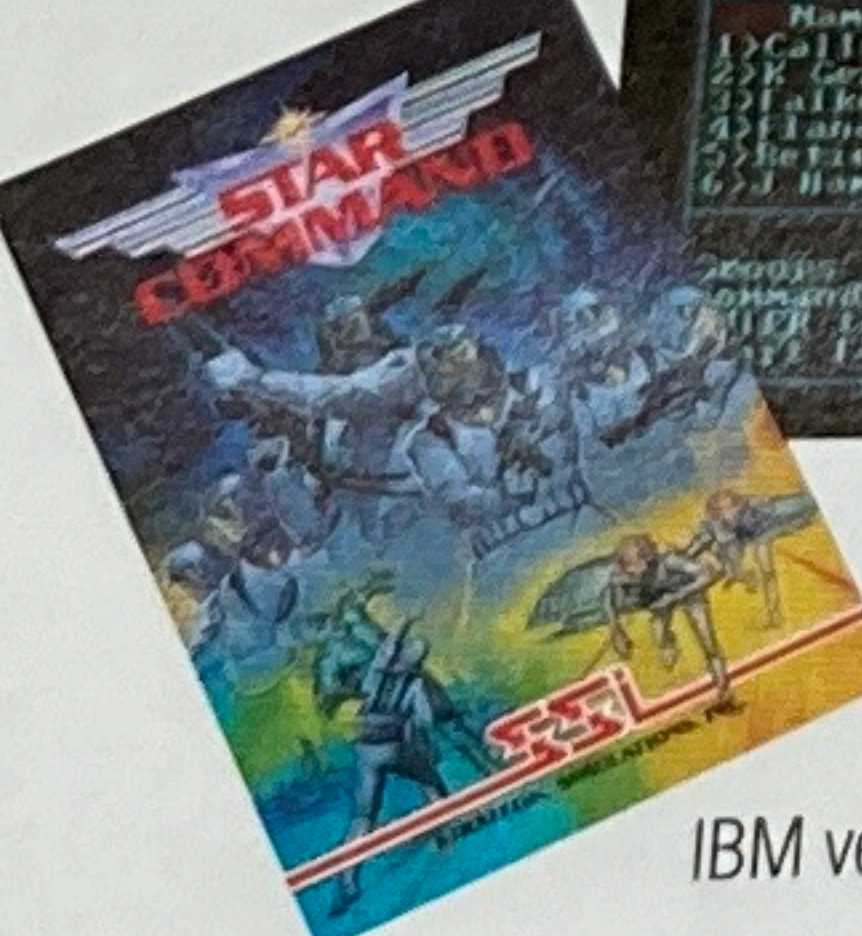
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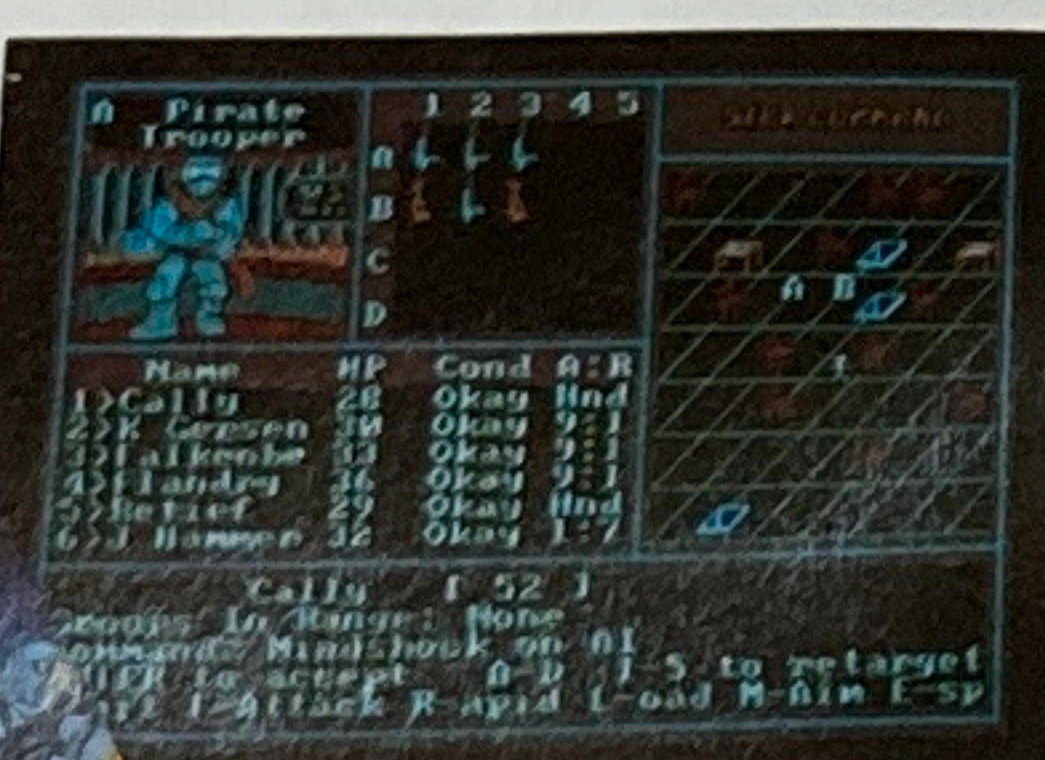
APPLE II, C-64/128, ST, IBM, AMIGA.
By Craig Roth & David Stark.



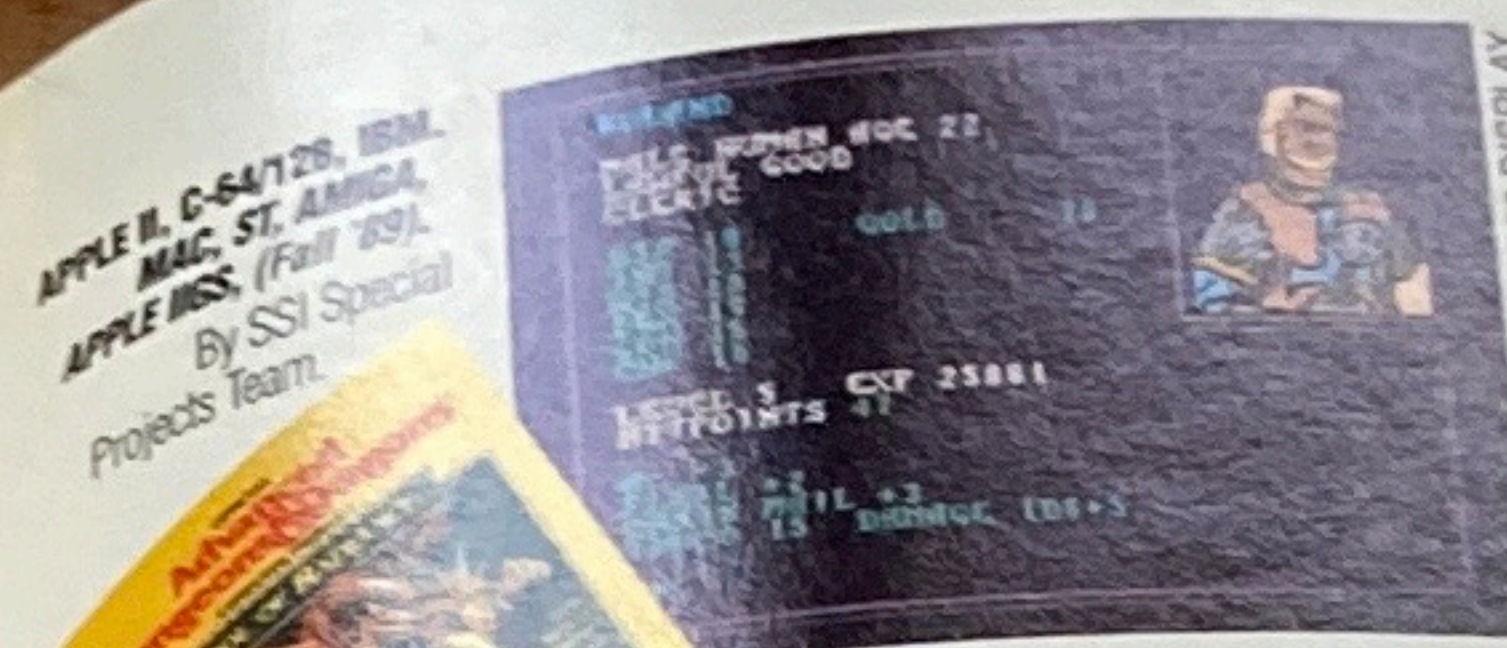
Search the lands and seas for spells to trap the demon-god Malifon and undo his mystical, wintry curse in this fantasy role-playing adventure.



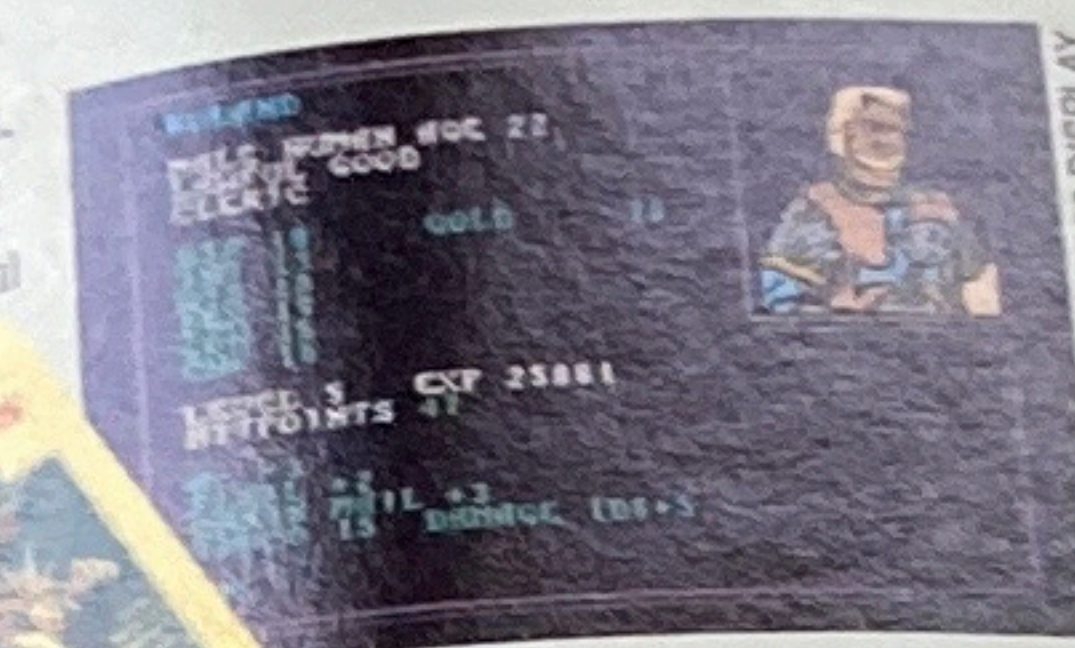
IBM, AMIGA, (Fall '89).
By Doug Wood.



Your 8 Star Troopers must destroy a band of intergalactic pirates and battle an invading insectoid race. IBM version includes a 3 1/2" disk.



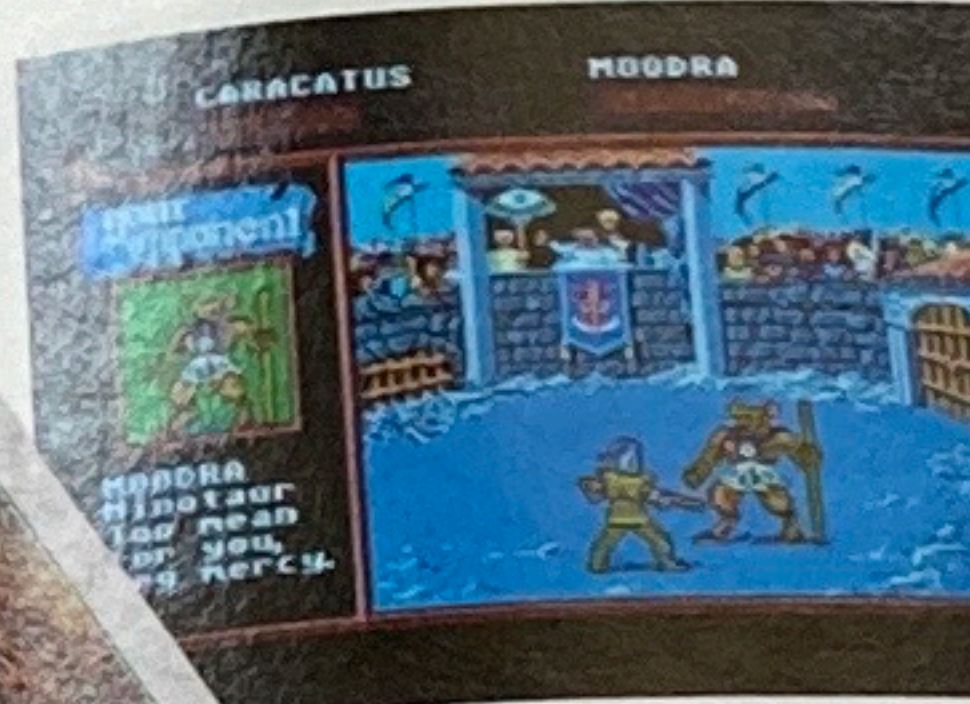
APPLE II, C-64/128, IBM, ST, AMIGA, (Fall '89).
By Westwood Assoc.



Best Fantasy or Science Fiction Computer Game, 1989 Origins. 1989 GEN CON® Gamers' Choice Award-Best Fantasy Computer Game.
APPLE disk is 128K.



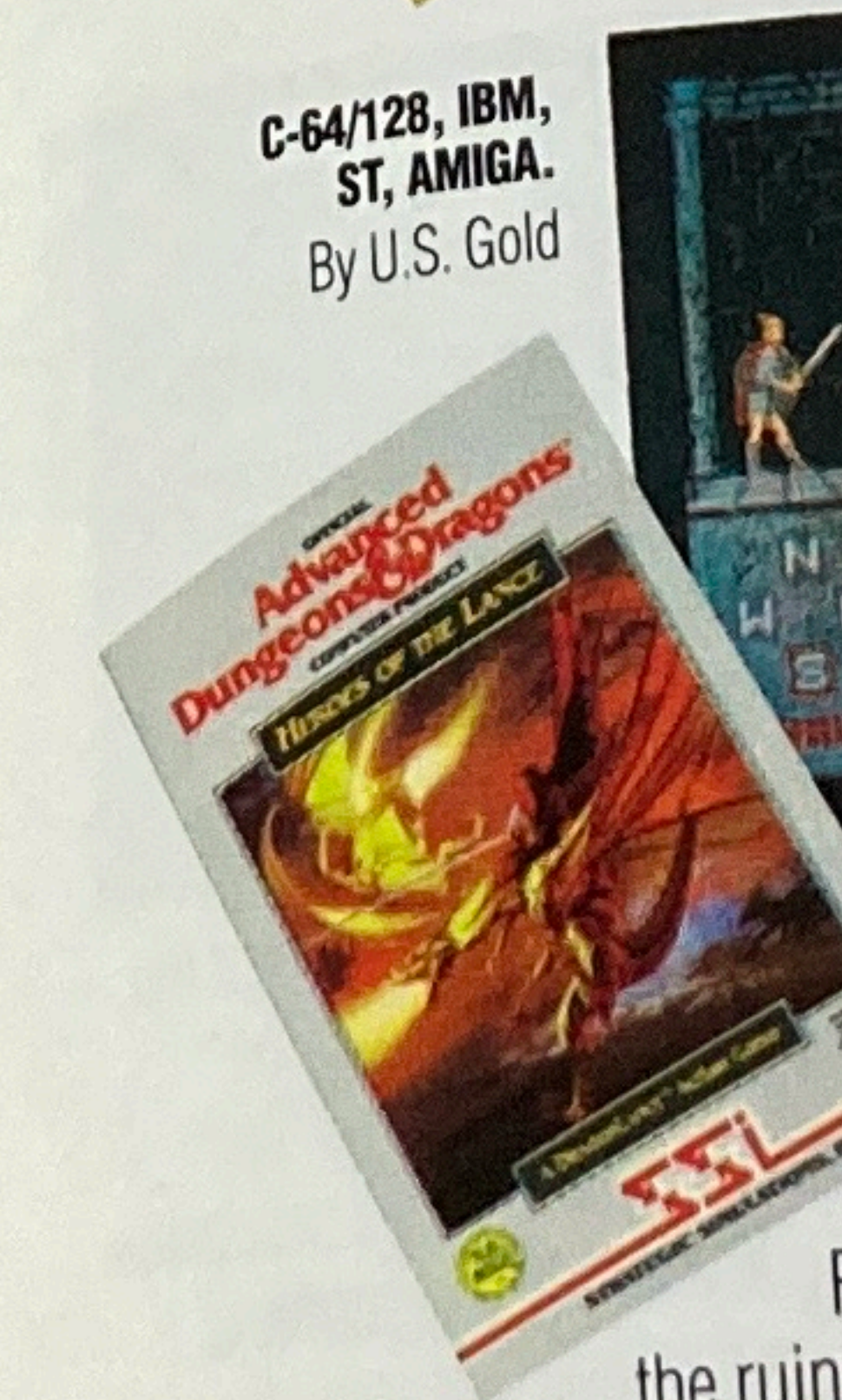
IBM, C-64/128, APPLE II.
By SSI Special Projects Team.



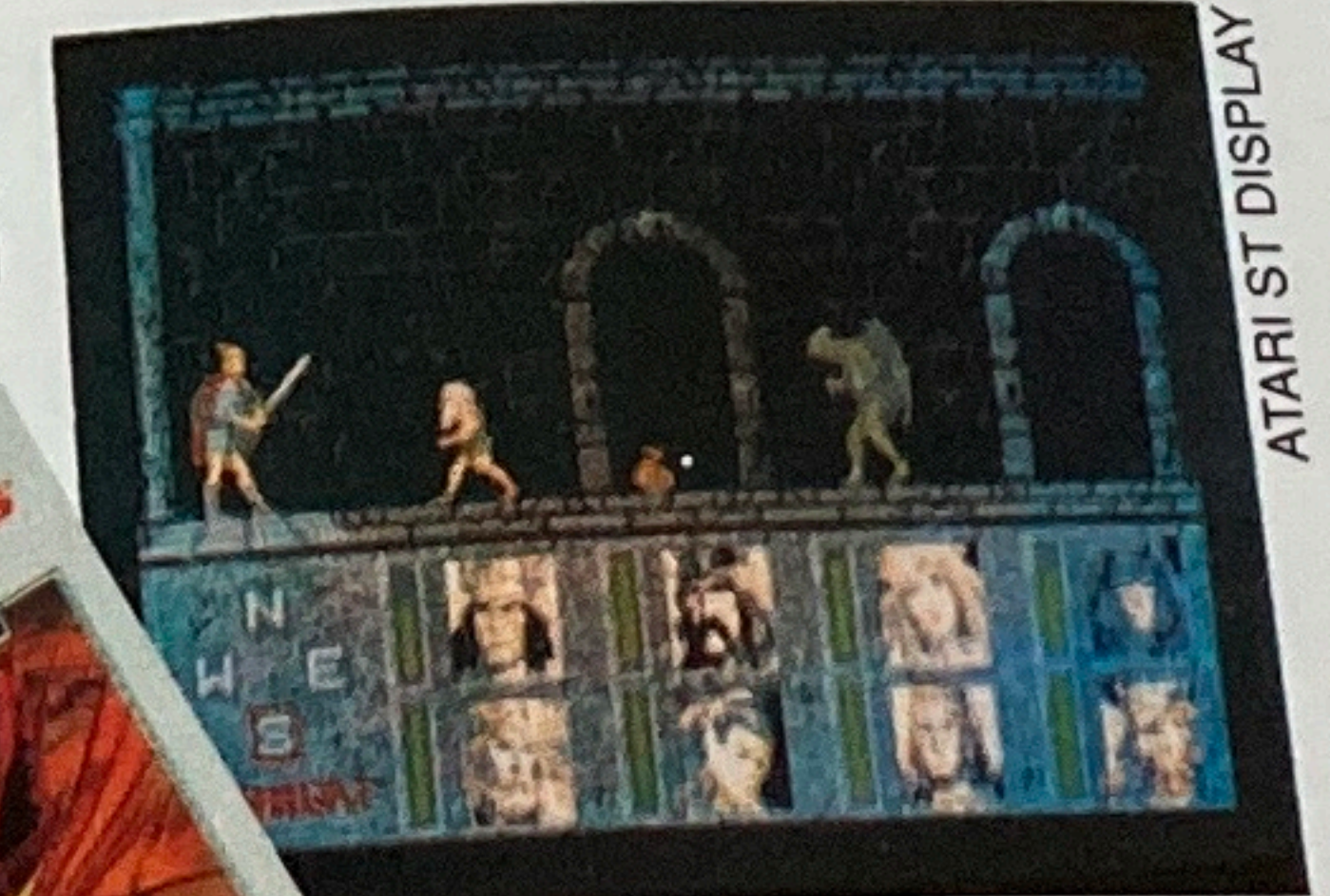
HILLSFAR — think and move in real time as you explore this exhilarating city, meet its colorful inhabitants on the streets or in pubs, and find a quest!



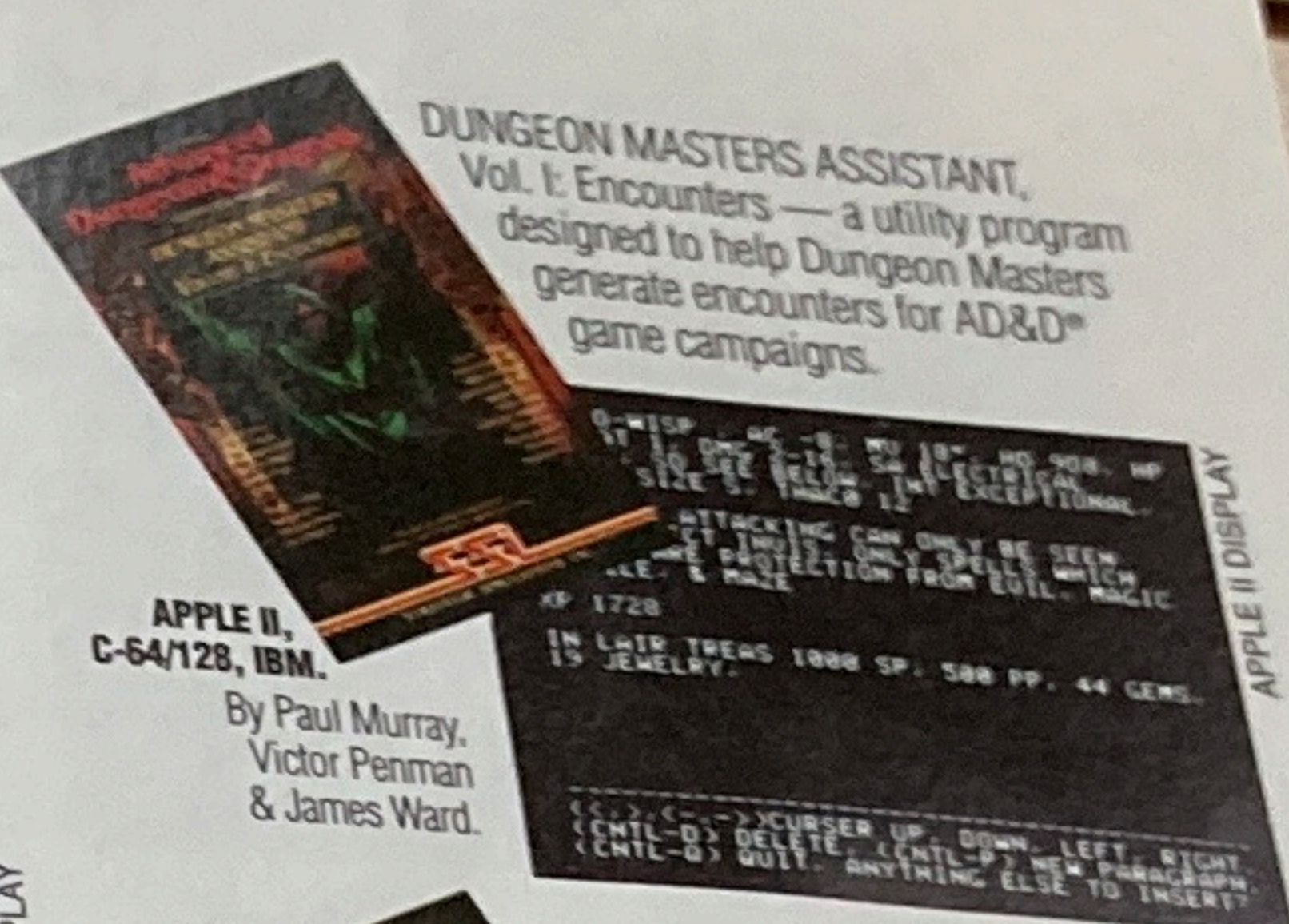
CURSE OF THE AZURE BONDS — Fight to free your characters from the power of the New Alliance and their evil curse! APPLE disk is 128K.



C-64/128, IBM, ST, AMIGA.
By U.S. Gold

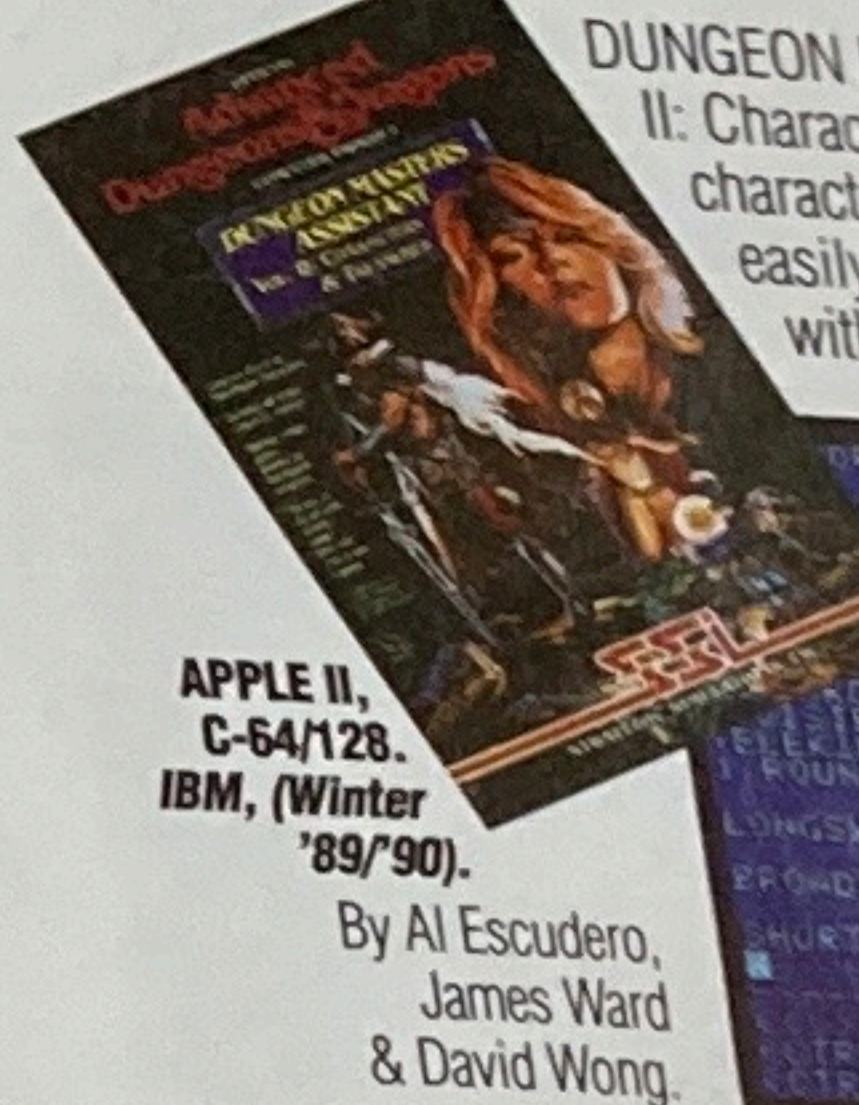


HEROES OF THE LANCE — The DRAGONLANCE® game world of Krynn comes alive in this exciting action game. Retrieve the Disks of Mishakal from the ruins of Xak Tsaroth.



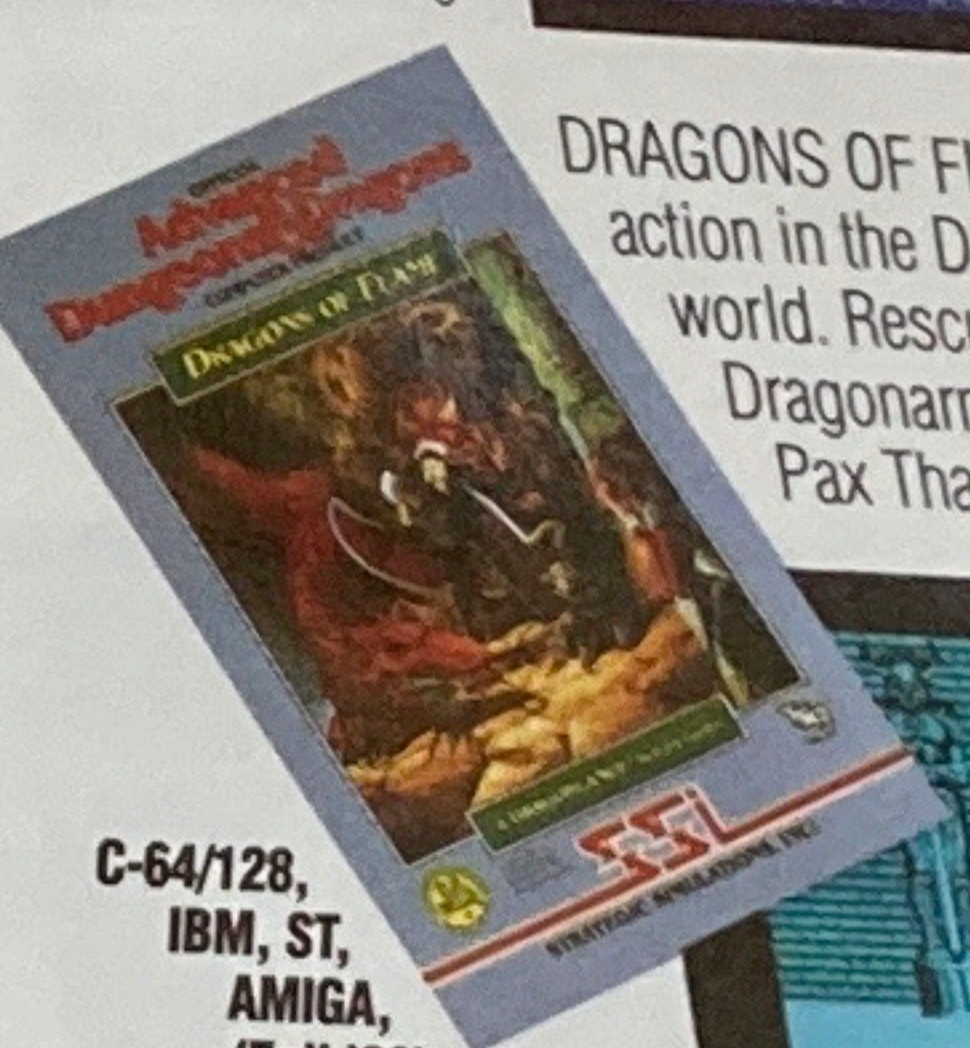
APPLE II, C-64/128, IBM.
By Paul Murray, Victor Penman & James Ward.

DUNGEON MASTERS ASSISTANT, Vol. I: Encounters — a utility program designed to help Dungeon Masters generate encounters for AD&D® game campaigns.

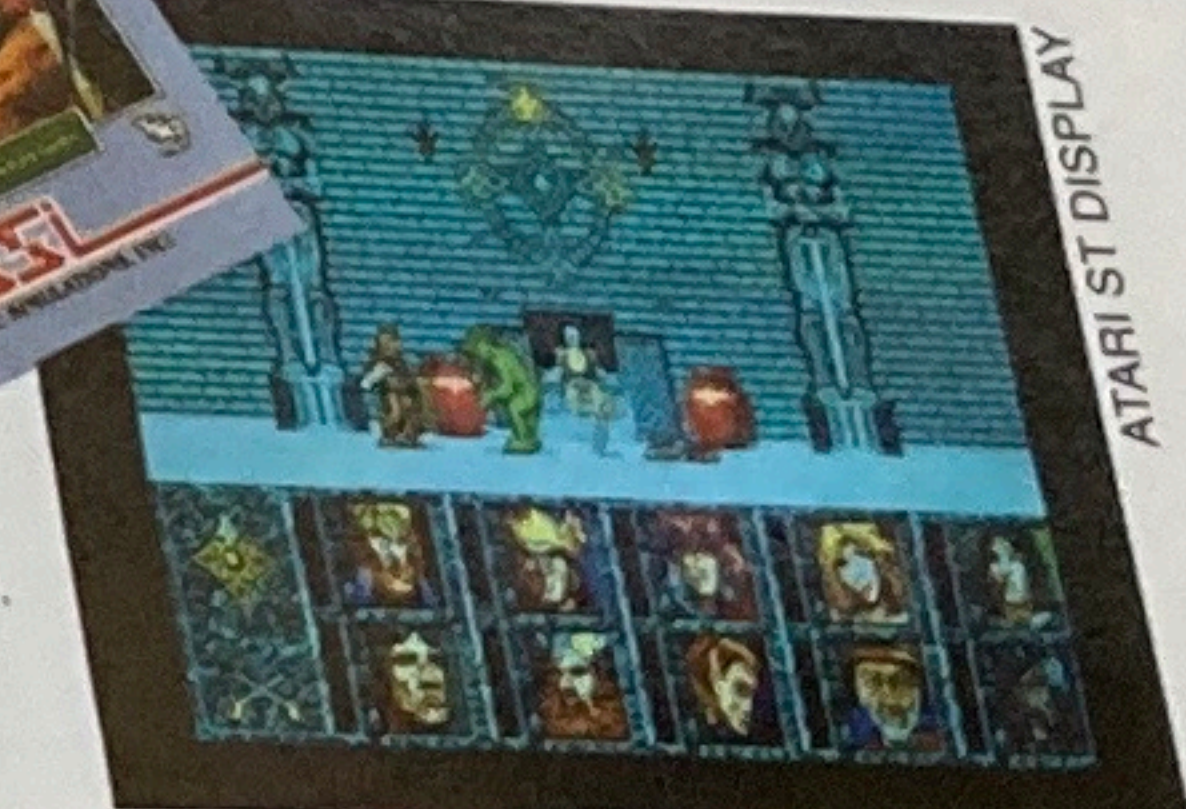


APPLE II, C-64/128, IBM, (Winter '89/'90).
By Al Escudero, James Ward & David Wong.

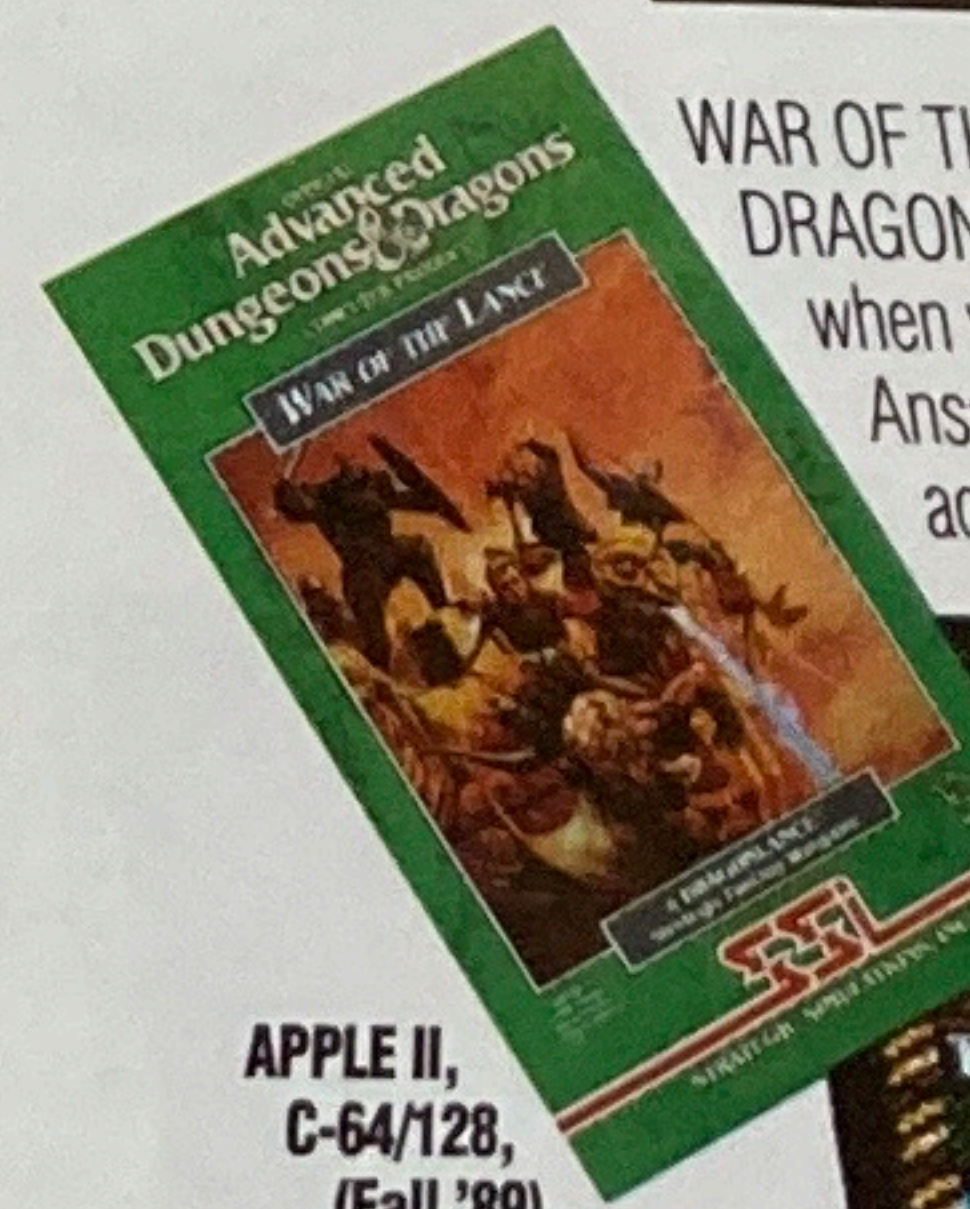
DUNGEON MASTERS ASSISTANT Vol. II: Characters & Treasures — generate characters and treasures quickly and easily for AD&D® game campaigns with this utility program.



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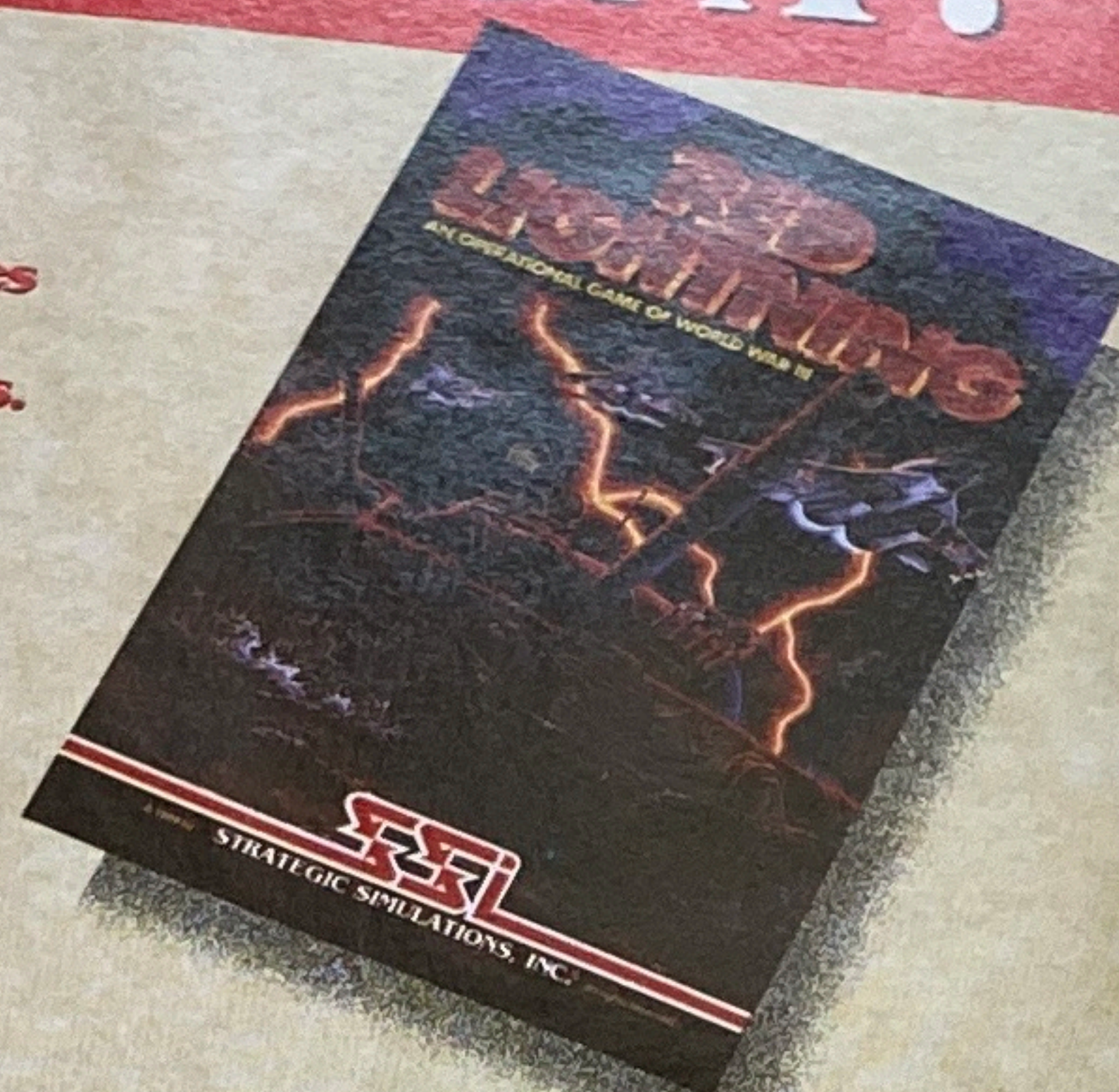
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5 & 6
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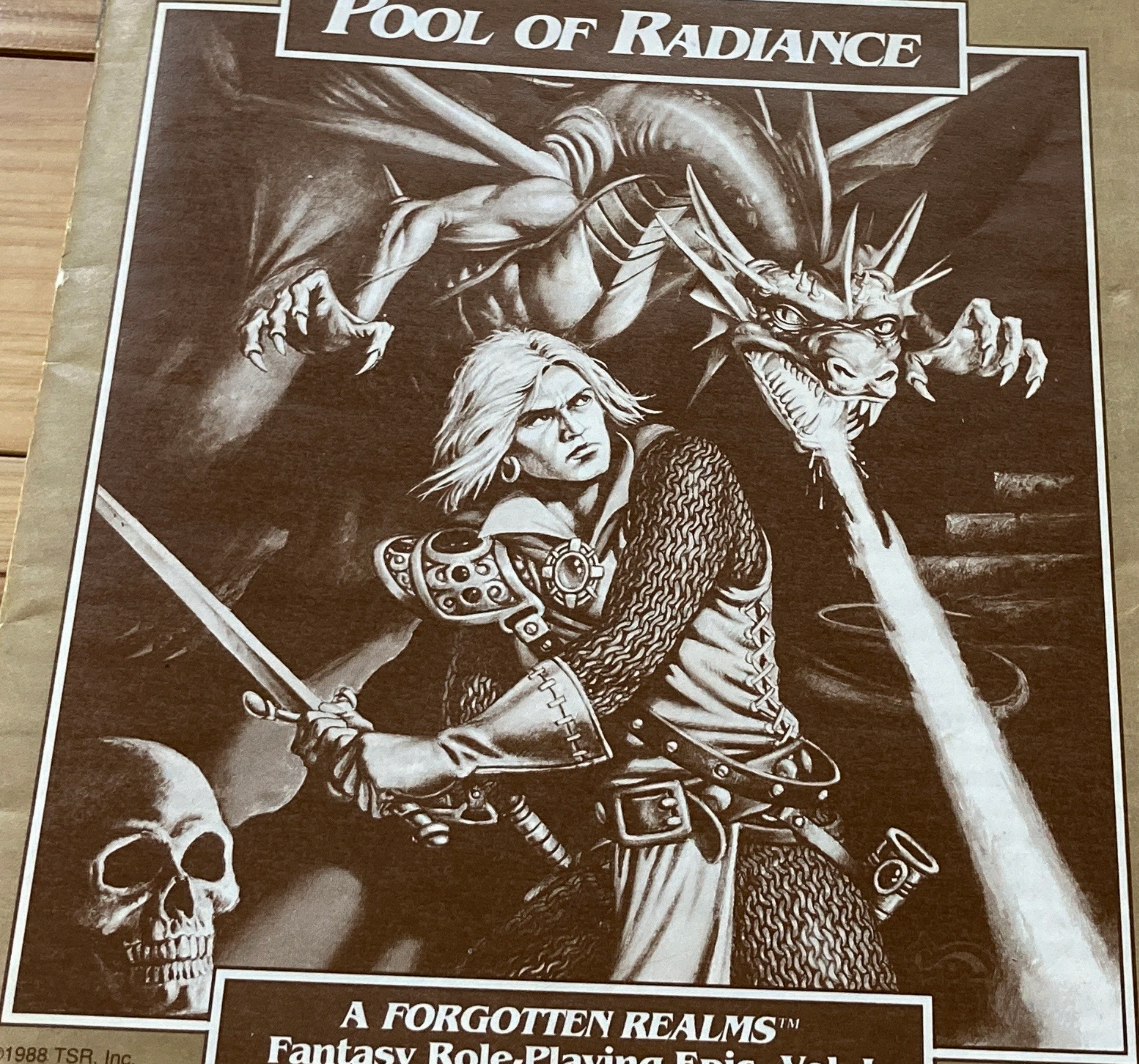
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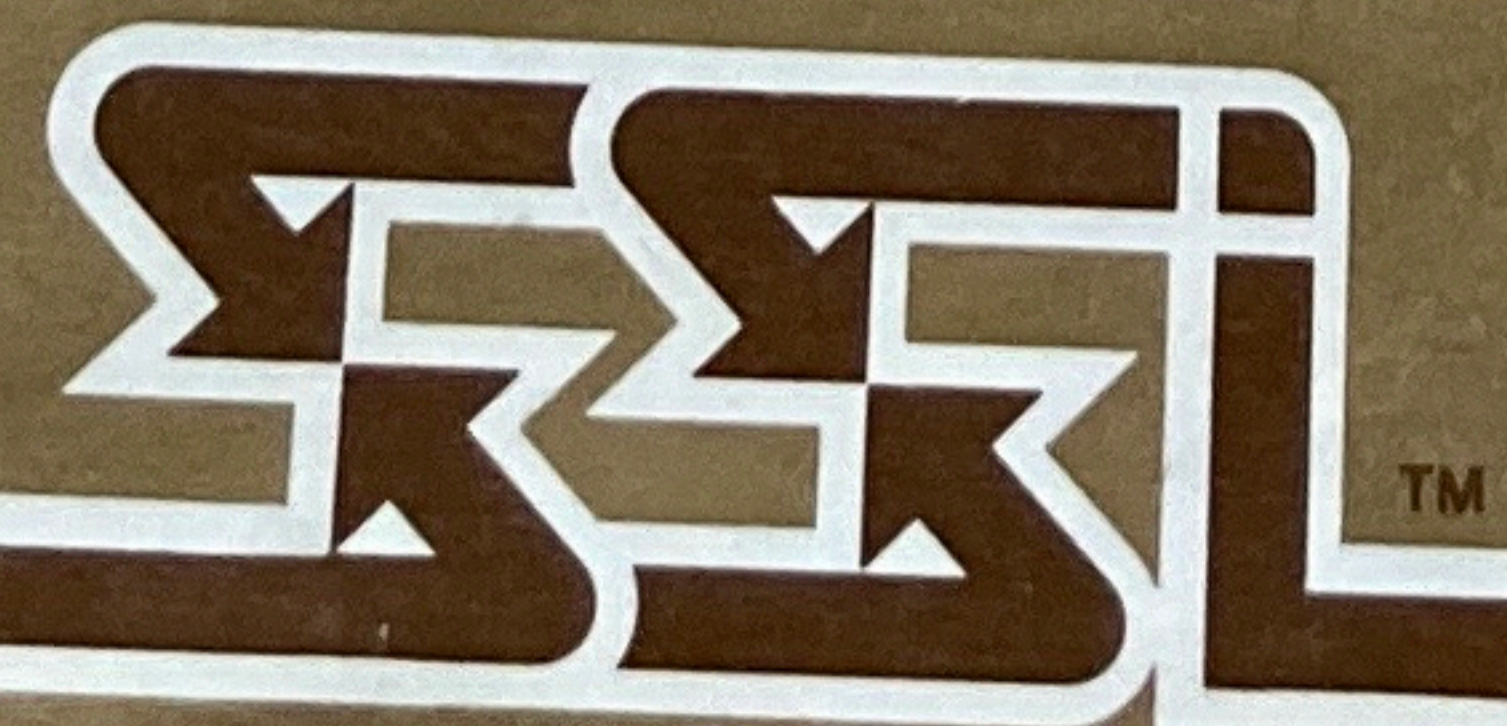
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POOL OF RADIANCE



A FORGOTTEN REALMS™
Fantasy Role-Playing Epic, Vol. I

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ADVENTURE MENU

The Adventure Menu allows access to all of the main functions in the Pool of Radiance. This menu shows either the current 3-D picture of the area in front of the party and the status of the party (if in a town adventure), or the area around the party (if in the wilderness). If any party members are injured, their hit point numbers (showing how many they have now) are highlighted for easy recognition. There are several commands available to you from this menu.

Adventure Menu:

MOVE VIEW CAST AREA ENCAMP SEARCH LOOK

MOVE:

This is the command to move the party. How the party moves is shown on the Quick Reference Card provided with the game for your computer.

In 3-D travel, the Party can move forward, move backwards, turn right, or turn left. Normally, each movement forward or back puts the party into another square and takes one minute of game time. Turning keeps the party in the same square and takes no game time. If the party has Search on, moving one square takes 10 minutes.

In the Wilderness, the party can move in any of eight directions. Moving one square takes a half a day of game time. Search mode has no effect in the wilderness.

VIEW:

This displays the Character Screen, as described in Viewing a Character.

CAST:

This command sends you to the Cast Menu so your active character can throw a magic spell. See the section on Magic for a description of how to cast spells and their effect.

AREA:

This shows an overhead view of the area around the party. If the party is lost or in unfamiliar territory this command may not be available.

ENCAMP:

This command sends you to the Encamp Menu. This is a very important part of the game, and is described in detail in its own section.

SEARCH:

A party can move in Search Mode, which takes 10 minutes of game time per move. This allows the party to carefully search the area they are passing, but also gives wandering monsters a greater chance to find them. You only need to hit the Search command once to start the party moving at Search speed, then hit the command again later to reset them to normal movement. You do not need to hit Search for every move.

In Search you are assumed to be checking for secret doors, mapping, moving as silently as possible, hiding in any available shadows, and generally being as careful as possible.

If you never go to Search mode, you will run into fewer wandering monsters (because you are moving faster) but have much less chance of finding concealed treasures or traps before they are sprung.

LOOK:

This command is used to look at a square more closely, as if your party moved into the square again. If the party is moving at normal rate, then a Look command treats that particular square as if the party moved into it in Search mode.

ENCAMP

This command is used in several menus to take time off and try to rebuild characters and the party. It is used to handle day-to-day functions such as saving the game, resting to heal, or memorize spells (described under Magic Menu), and changing game items such as game speed or party order.

Encamp Menu:

ENCAMP: SAVE VIEW MAGIC REST ALTER EXIT

SAVE:

This command saves the characters and game as they are. Check the Quick Reference Card for any system specific details of how to save your game.

VIEW:

This displays the View Menu, as described under Viewing a Character. In camp, this does not display the Sell Item or ID commands.

MAGIC:

Magic is a very important part of Pool of Radiance and is described later under its own heading. Magical Spells can only be memorized while the party is in camp.

REST:

One of the most important aspects of the Encamp Menu is the chance to rest. Characters catch their normal sleep without having to go to camp. However, to memorize spells or heal naturally, specific rest time is necessary.

For every 24 uninterrupted hours of resting in camp, every wounded character regains one hit point above and beyond any recovery gained from healing magics.

The initial resting time is established by anyone who is memorizing spells. The screen will show the days, hours, and min-

utes necessary for the spell-using members of the party to memorize (or pray for) the spells they want to memorize. Memorizing any spells at all takes a minimum of four hours. Third level spells take a minimum of six hours. See the Magic Menu for further description of memorizing spells.

Rest can be interrupted by any random encounter. Only take long rests in safe places, such as inns, hideouts, or secure buildings.

Rest Menu:

REST INCREASE DECREASE EXIT

REST

Once you have determined the full time you want the party to rest, this command starts them Resting.

INCREASE

This command adds to the time that the party will stay in camp, usually for resting to regain lost hit points. Every 24 uninterrupted hours in camp restores 1 HP to every injured member of the group.

DECREASE

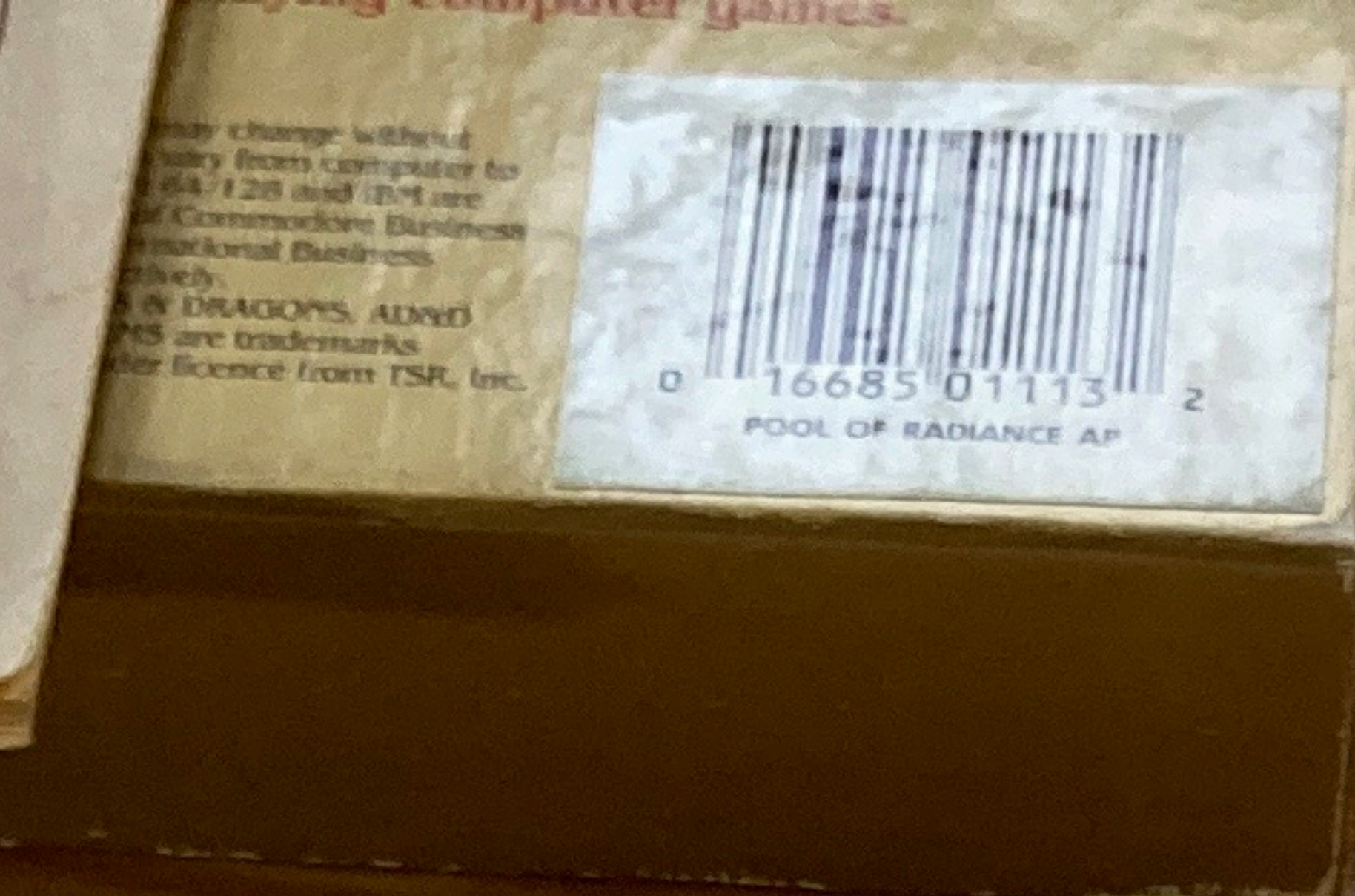
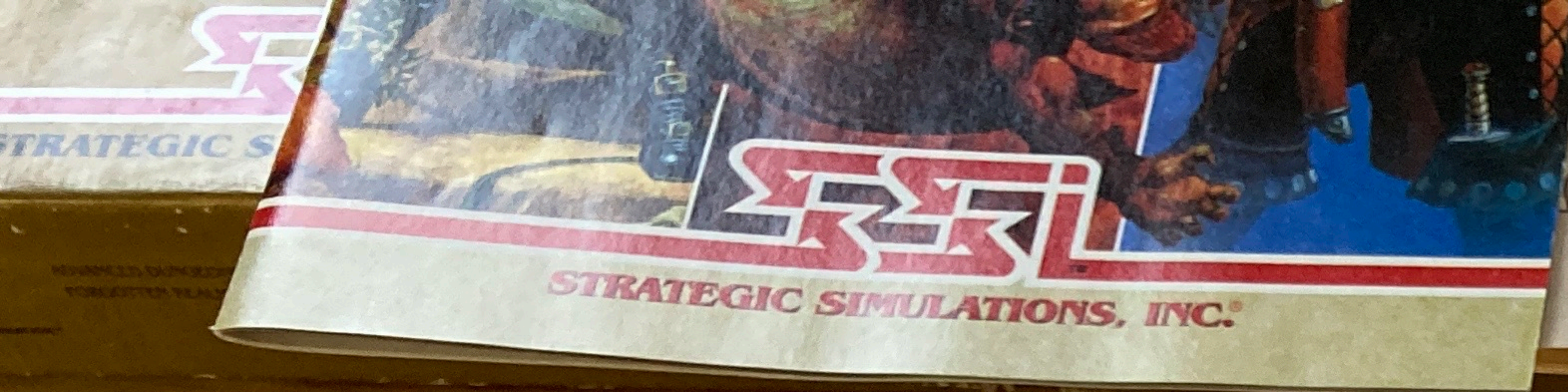
This command decreases the time to be spent in camp. This may mean that characters do not memorize all the spells they want or that characters may not recover all their hit points, but sometimes time constraints are part of the adventure, and the party cannot spend all the time it wants resting.

ALTER:

This command is used to change the basic makeup of both the party and the characters who are part of it. You are given the following menu:

Alter Menu:

ALTER: ORDER DROP SPEED ICON PICS EXIT



CHARACTER RACE LIMITS

RACE		ABILITY SCORE:		INT	WIS	DEX	CON	CHA
		STR Male	STR Female					
Dwarf	min	8	8	3	3	3	12	3
	max	18 (99)	17	18	18	17	19	16
Elf	min	3	3	8	3	7	6	8
	max	18 (75)	16	18	18	19	18	18
Gnome	min	6	6	7	3	3	8	3
	max	18 (50)	15	18	18	18	18	18
Half-Elf	min	3	3	4	3	6	6	3
	max	18 (90)	17	18	18	18	18	18
Halfling	min	6	6	6	3	8	10	3
	max	17	14	18	17	18	19	18
Human	min	3	3	3	3	3	3	3
	max	18 (00)	18 (50)	18	18	18	18	18

max - maximum number for that ability score, **min** - minimum number for that ability score, **(xx)** - maximum percentage for an 18 strength.

RACE	MAX LEVEL BY CLASS:			
	CLERIC	FIGHTER	MAGIC USER	THIEF
Dwarf	-	9th	-	U
Elf	-	7th	-	U
Gnome	-	6th	11th	U
Half-Elf	5th	8th	-	U
Halfling	-	6th	8th	U
Human	U	U	U	U

- - cannot be this class U - unlimited level in this class



Questions or Problems?

Our main business telephone number is (408) 737-6800. Recorded hints and other product information are available 24 hours a day, 7 days a week on our Hotline: (408) 737-6810. To speak with a member of our Technical Support Staff please call the Hotline number between 11 a.m. and 5 p.m., Pacific Time, Monday-Friday, excluding holidays.

Rules Errata: Wilderness encounters replace your party's icon, they do not appear adjacent to it. Charmed characters will not join your party but they will fight on your side for one battle. Evil clerics Turn undead, they do not charm them onto your side.

Differences in the Apple II Version: The Apple II version of Pool of Radiance is slightly different than the rules. These differences include:

Pressing the <ESC> key is the same as choosing the Exit command in a menu. While moving in combat, the <ESC> key will "take back" your current move, but it will not erase any damage you have taken during the move.

The Monster Portrait On/Off isn't used on the Apple II Version.

The "<" and ">" keys can be used for moving menu cursor up and down.

There is no Exit To DOS on the Party Creation Menu. Turn your computer off and then on to run other programs. A character's portrait picture is only shown in the civilized area. Some items can only be Readied in combat or in camp. If you try to ready these items in other places, the computer responds "NOT HERE."

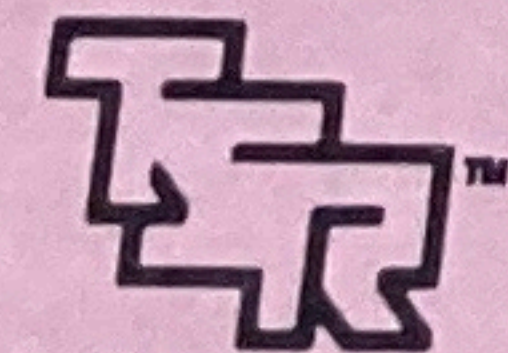
The following commands can be given at the Combat menu or while a party character is moving under computer control. Press the key to execute the command.

C :Sets all characters to computer control.
<Space> : Resets all characters to manual control.
M :Toggles magic on or off for characters set to Quick.

Characters set to Quick will always use Readied Magic Items. Characters with Readied arrows will use bows if no enemy is adjacent.

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Apple II Quick Start Card
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POOL OF RADIANCE

Before Beginning Play: You should back up both sides of all four game disks with the copy option on side 1 or a commercial copy program. Put the originals away and play off of the copies.

To Load The Game: Connect your computer, monitor, and disk drive. If you use a joystick, plug it into the joystick port. Set the Shift Lock key off and do not press shift when typing in text. Turn on the monitor, place side 1 into disk drive 1, and then turn on the computer.

First you will be prompted to copy a disk. Type "Y" to make a backup disk or type "N" if you have already made backups of your masters. Next type "Y" or "N" if you wish to have the sound on. After pressing "Y" or "N" for sound, you will have the option to use a joystick by typing "Y" or typing "N" to use the keyboard. Next, you will have the option to run your machine in Fast mode, type "Y" if your machine has an accelerator card or Ilgs board, otherwise type "N." Finally, the computer prompts you to change disks, place the correct disk in the drive and press Return. Press any key to pass the title screen. After the credits, press Return to play the game, or if you are using a joystick you will now calibrate your joystick for play. Once your joystick is calibrated, press Return to play the game. Two symbols and a path are displayed. Find the first symbol on the outside of the translation wheel, and the second symbol on the inside ring of the wheel. Match the two symbols and read the word under the path from inside to outside. For example if the computer displays:

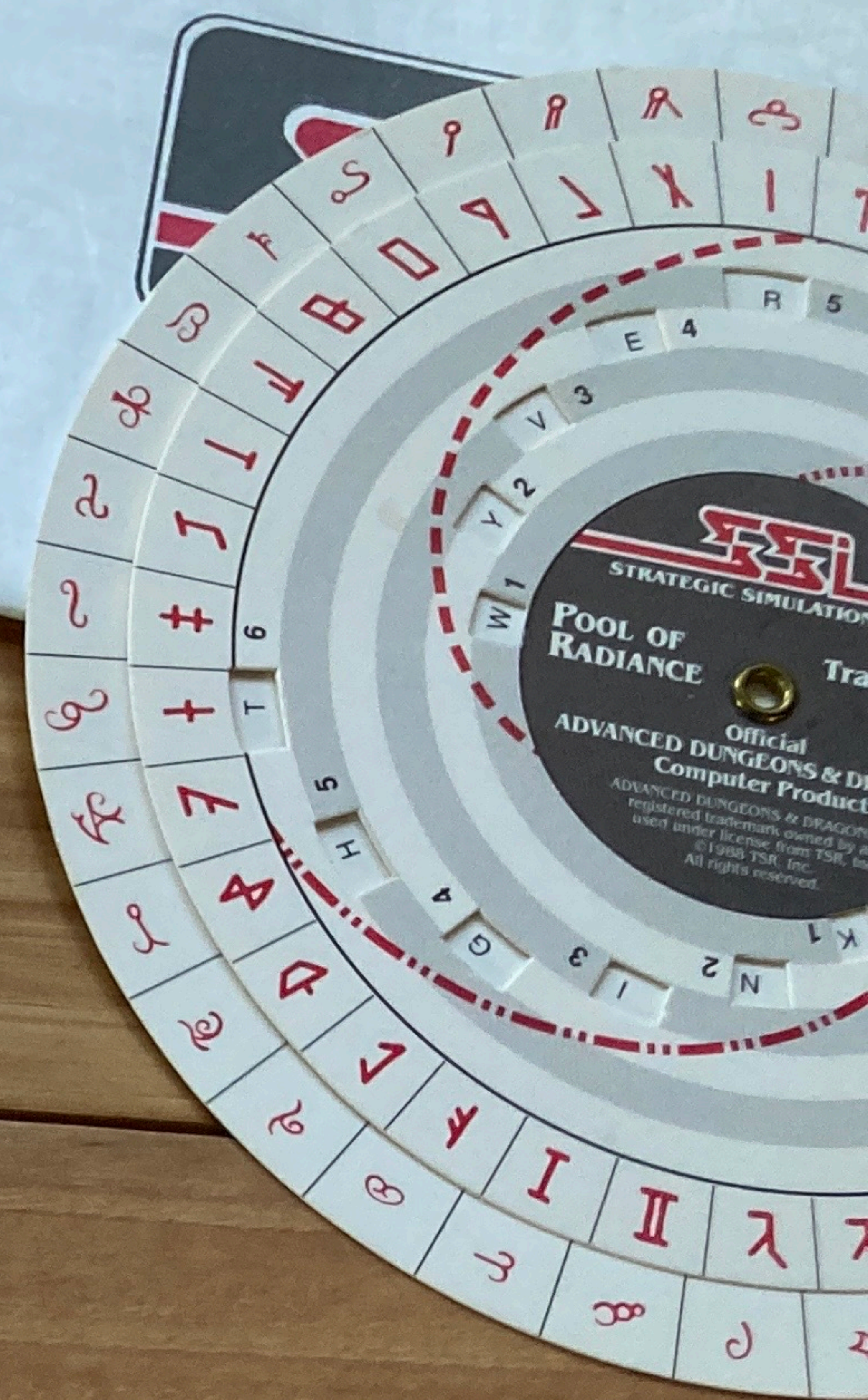
ƒ ʌ -----

The word is ZOMBIE.

After typing the translation, the game will load and display the Party Creation Menu.

How To Make Choices: Pool of Radiance is controlled by using menus. On each menu one item is highlighted. To indicate the command you want, use the joystick or cursor keys to highlight the command. Press the joystick button or Return to select your choice. For example, to look at an overhead view of the area you are in, highlight the Area command and press the joystick button or Return key.

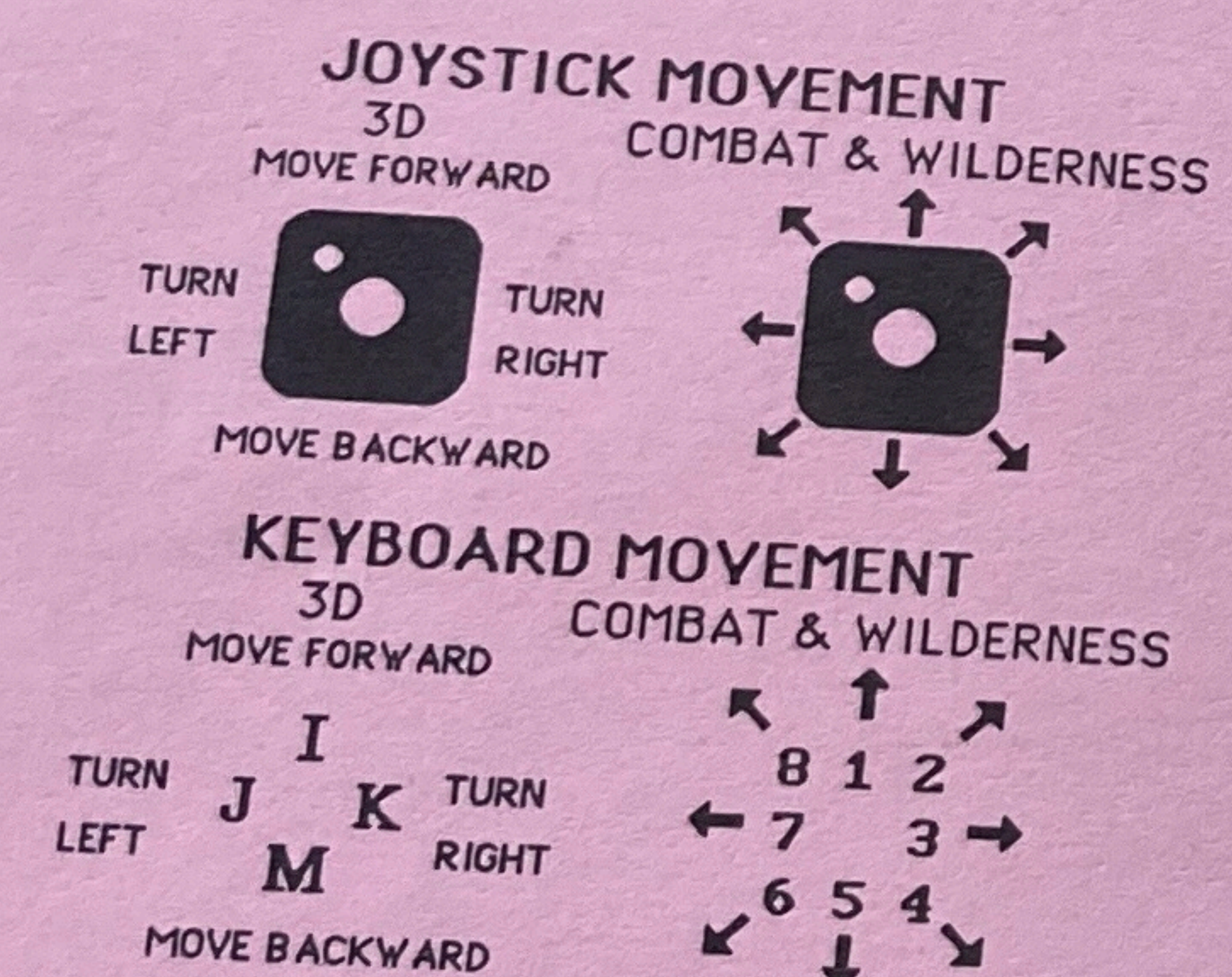
Some commands, such as View, act only on a single character. Use the joystick or cursor keys to highlight the character you want to be active for



the command. Then, highlight the command and press the joystick button or Return key. For example, to view a character's ability scores, highlight the character's name in the character list, highlight the View command in the Adventure Menu, and press the joystick button or Return key.

Some commands toggle the program between two states. When you select one of these commands, the name on the screen changes to reflect the new state of the program. For example, if you select the Characters On command in the Pics menu, it will change to Characters Off. From then on the character's portrait picture is not displayed when you view the character.

How to Move Around: In 3D travel the party can move forward, turn right or left, or move backwards. In the wilderness or in combat you can move in any of eight directions. You may use the joystick or keyboard interchangeable to move in any mode. If you have a problem making a diagonal move with a joystick in combat or the wilderness, use the 2, 4, 6, or 8 keys instead.



To Begin Playing Quickly: A pre-rolled and pre-equipped party of adventurers are stored as a saved game on disk side 4. Choose Load Save Game from the Party Creation Menu. Insert disk side 4 in the drive when the save game disk is requested. After the saved game is loaded choose Begin Adventuring. You will get a tour of the main street of the civilized section of New Phlan. When the tour is over choose the Move command from the Adventure menu.

If you want to start the overall quest, turn around, go back to the city council building, and obtain a commission. If you want to try out the game, walk forward into the slums. Once in the slums you won't have to go looking for danger, danger will look for you!

Tips On Successful Early Adventuring: If you build your own party you will need equipment before your adventure into the slums. A shop selling arms and armor is located at 8,11. Pool your money. Buy fighters banded mail, a shield, and a broad sword. Buy clerics banded mail, a shield, and a flail. Buy thieves leather armor, a broad sword, and a sling. Buy your magic users a staff and a couple of darts. You may want to buy your fighters short bows and some arrows or a two handed sword instead of a shield.

Make sure you have at least 10 gold left over to pay for your lodging. Use the View, Items, and Ready commands to prepare all your characters' equipment for battle. Once you have bought everything you need, use the Take command and have one character pick up all the money.

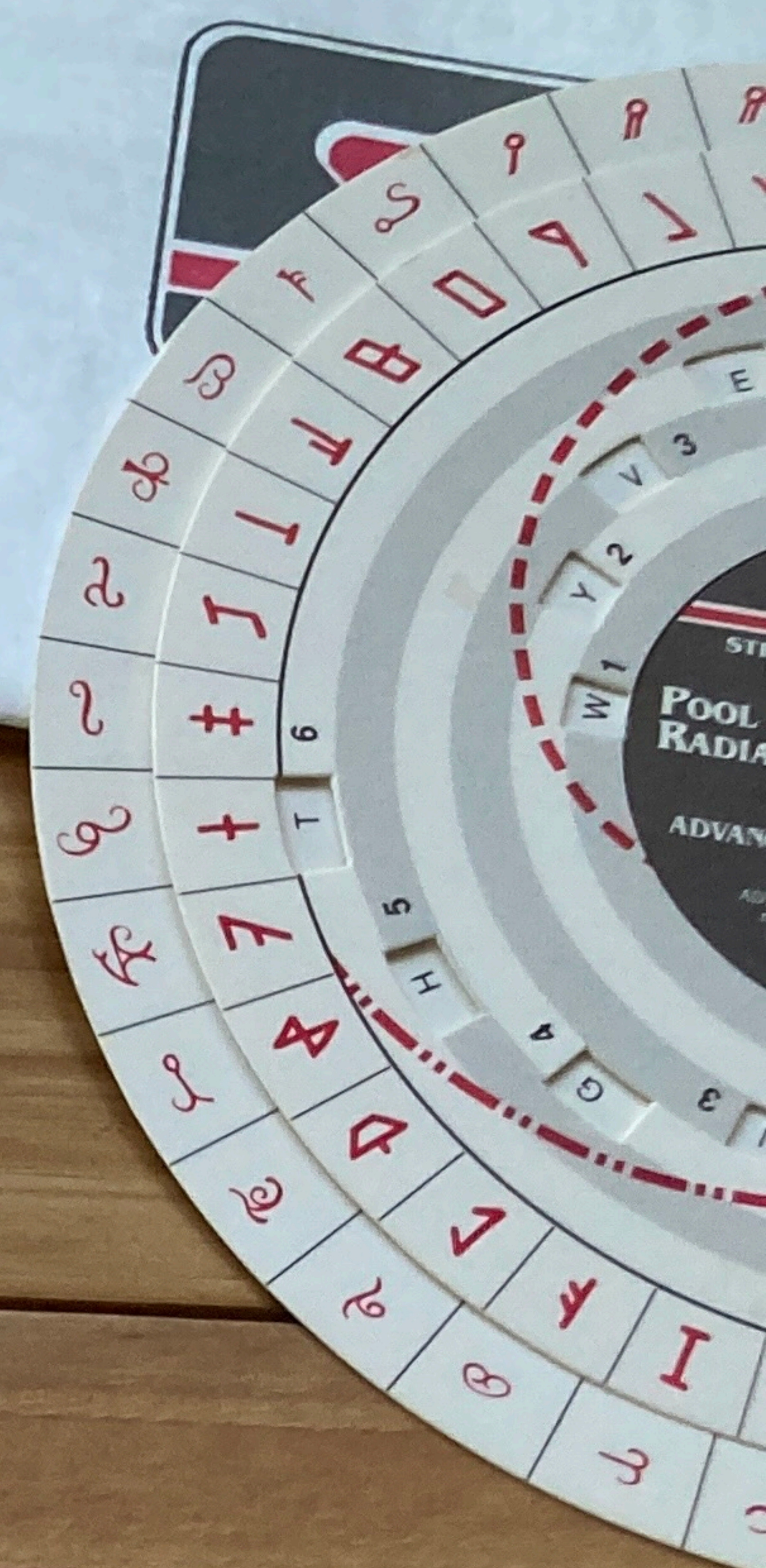
Go to the inn at 4,12, pay the money, and memorize spells. Clerics should memorize cure light wounds spells. Magic users should memorize sleep spells. Rest to memorize the spells.

Keep Search "off" while you move through the slums, you don't want to attract monster encounters. After you clear the monsters from a room you can put Search "on" and check for treasure. Try the Area command to get a birds-eye view of the slums. The slums are 16 squares by 16 squares.

In many parts of the slums it is unsafe to rest. But, after you clear the monsters from some rooms, the rooms become safe to rest in. Clear out your first safe room in the building at 13,1. Here your party can rest to regain hit points and memorize spells. Adventure deeper into the slums, clearing other safe rooms where your party can rest. Whenever your party is low on sleep and cure spells or hit points, return to your nearest safe room to rest up.

Once your characters have enough experience points and money, they should return to the civilized area and train in the training grounds. Before you train, go into a shop and make sure each character who will train is carrying at least 1000 gp. Remember to Share your money after you Pool it to buy items. If you find a particularly difficult location to clear, go the training hall in the civilized area and hire a NPC to help. Once your party clears the slums they should go to the city council and get their reward. Then take the boat to Sokal Keep and clear it.

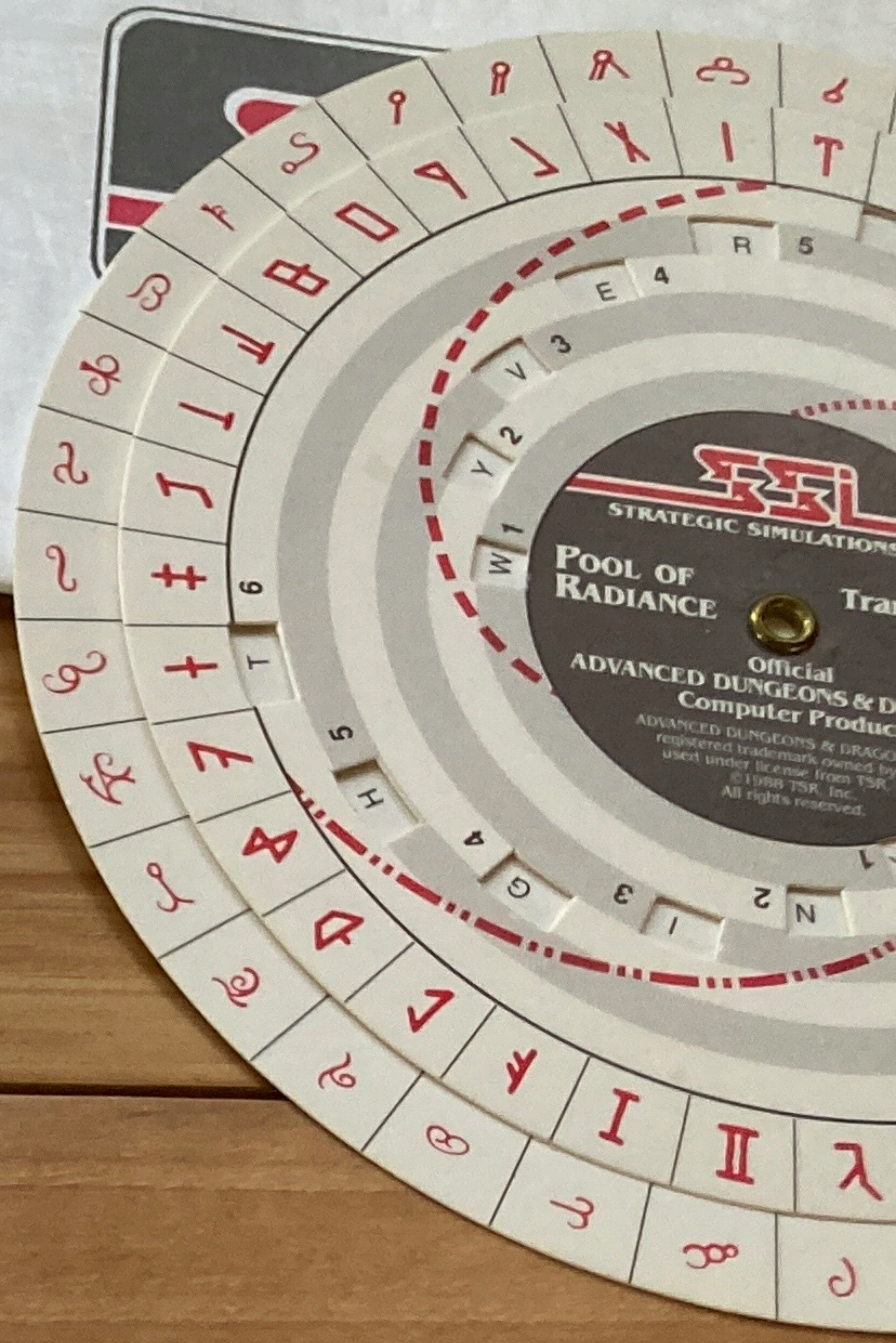
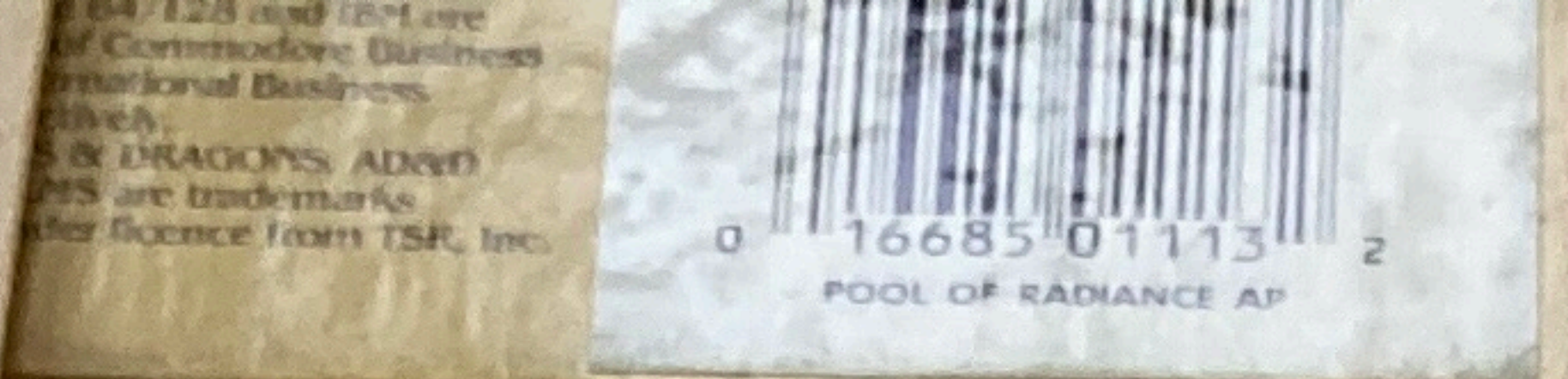
After you successfully complete each mission, return to the city council for your reward and news of any other commissions available. Once the council clerk has read you a commission, it's yours! Carefully note the messages, proclamations, journal entries, and other clues you get for the best chance to solve the mysteries of Phlan. Good luck!



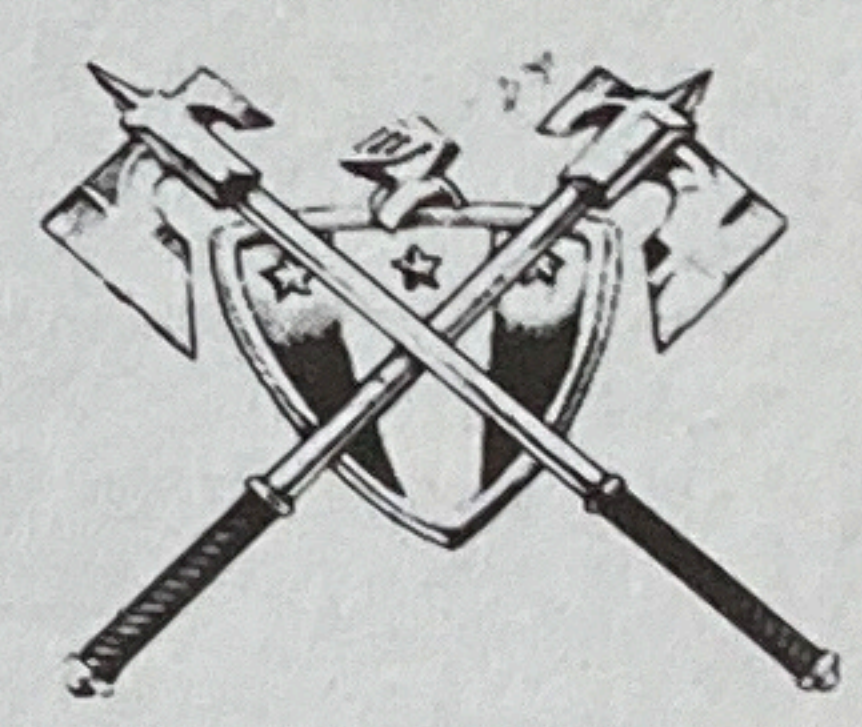
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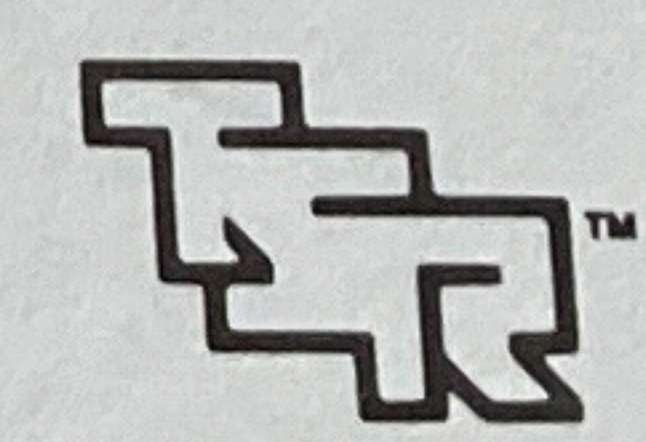
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Name _____ Your age _____

Mailing Address _____

City _____ State/Province _____ Postal (Zip) Code _____

1. Have you ever played the non-computer version of the AD&D® game?
_____ Yes _____ No

2. Have you ever played any other computer fantasy role-playing game?
_____ Yes _____ No

	THE PARTY
	Name Class Level

Champion #1 _____

Champion #2 _____

Champion #3 _____

Champion #4 _____

Champion #5 _____

Champion #6 _____

Noteworthy exploits: _____

By my oath, I swear that the above stated information is a true and fair

representation of my champions, their accolades duly won through actual

trials and tribulations.

Signature _____

Date _____

